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Wake up and smell the bananas, fresh on the Super NES this Christmas.

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DONKEY KONG COUNTRY 2™
DIDDY'S KONG QUEST™

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CONTENTS

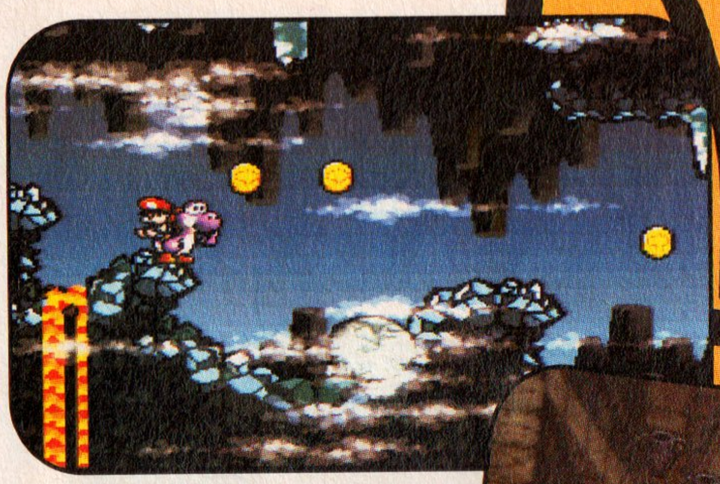
ISSUE 40 JANUARY 1996

PAGE 18

YOSHI'S ISLAND

ONE OF OUR DINOSAURS IS MISSING!

Yoshi roars to our shores in Super Mario World 2 and we've got the **EXCLUSIVE** review. Check out our ten page, in-depth review of quite possibly the greatest game to hit the Super NES!

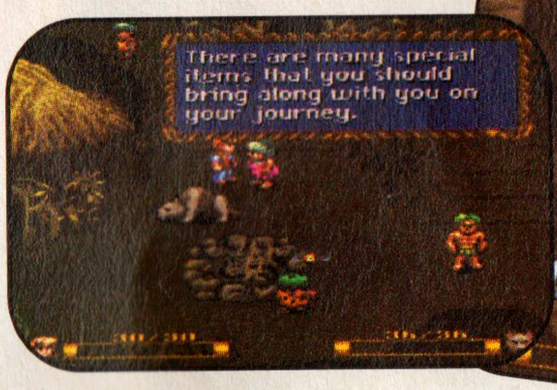


PAGE 40

SECRET OF EVERMORE

OFFICIAL SECRET ACTS

As Secret of Evermore rolls into the UK, we're the first to find out whether SOE's the adventure of a life-time or a bit of dull trudge around a muddy field with a dose of flu! Turn to page 40 for our **EXCLUSIVE** review.

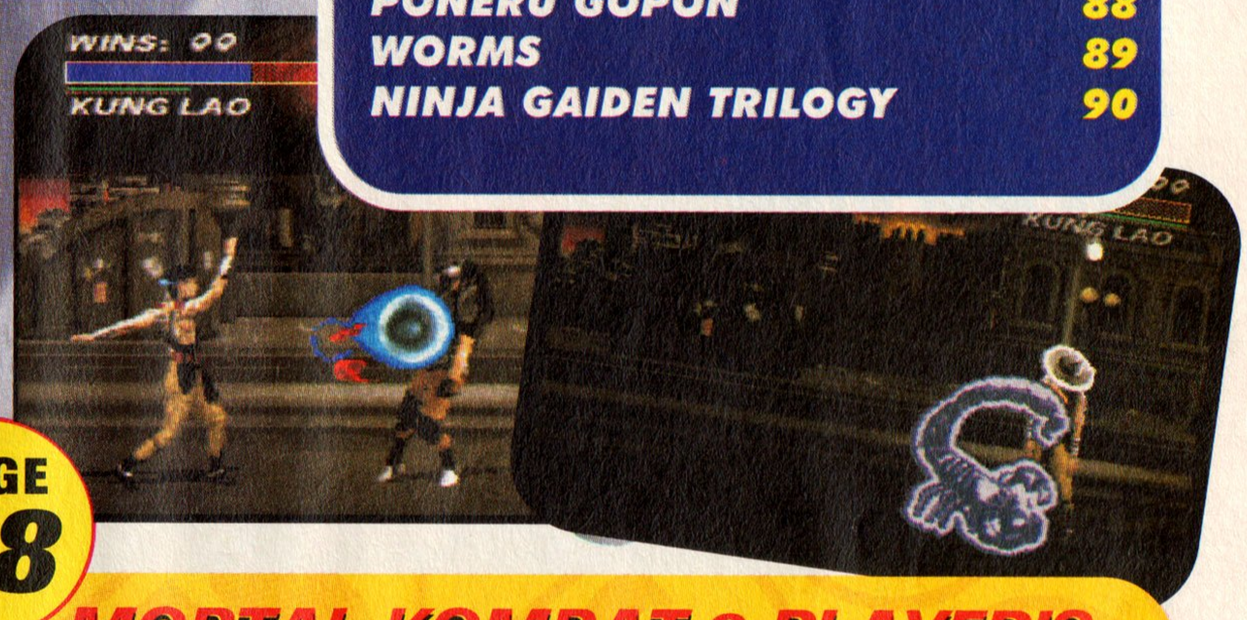


PAGE 6

SHOSHINKAI SHOWDOWN!

BIG IN JAPAN!

At last we bring you the first real hard facts about Nintendo's dream-machine. The speculation is over: turn to page six for NMS's **WORLD EXCLUSIVE NEWS** from Japan. We've seen it, we've played it and we've got all the facts about Nintendo's competition beater. Feel a smug glow of satisfaction as 32-bit gaming kneels before the future. Remember where you heard it first!

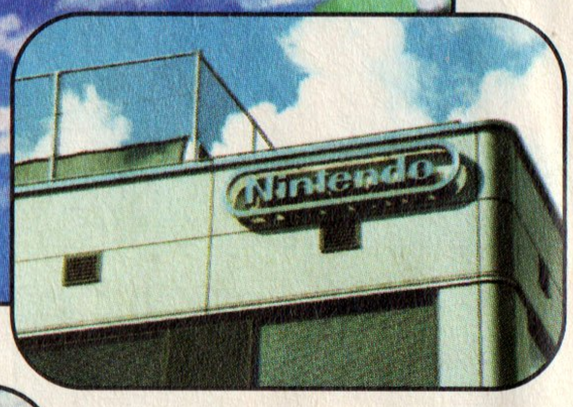


PAGE 68

MORTAL KOMBAT 3 PLAYER'S GUIDE (PART 2)

MAKIN' ALL THE RIGHT MOVES!

The conclusion of the ultimate MK3 guide finally fights its way into the pages of NMS. Sorry it took a little longer than was planned, but the only true route to enlightenment takes time and patience. Turn to page 68 and gain true spiritual insight into the way of the Mortal warrior!

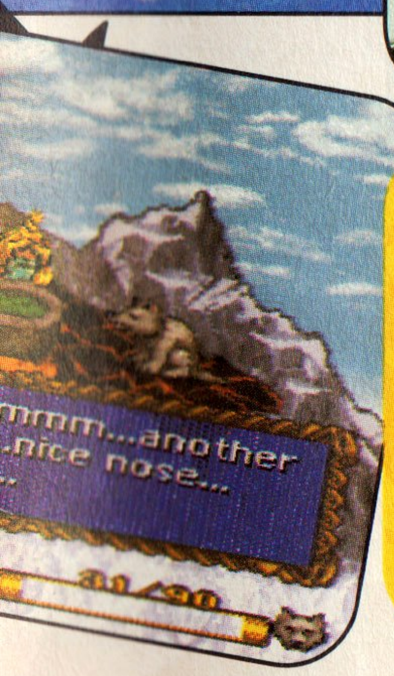


PAGE 74

NMS GETS INSIDE NINTENDO OF JAPAN!

MURMURS FROM MINAGAWA

Your favourite mag chews the fat with the men who know precisely what's going on behind the highly secretive and firmly bolted doors of Nintendo of Japan. Surreptitiously turn to page 74 for our **EXCLUSIVE** interview with the men in the know, but be careful you don't know who's watching over you!



NMS REVIEWS

SUPER MARIO WORLD 2: YOSHI'S ISLAND	18
SEPARATION ANXIETY	32
AAAH! REAL MONSTERS	34
MECHWARRIOR 3050	36
SECRET OF EVERMORE	40
SPAWN	48
TINTIN IN TIBET	50
WRESTLEMANIA	52
MEGAMAN 4 GB	54
MICRO MACHINES 2 GB	56
SUPER RETURN OF THE JEDI GB	58

SPECIAL PREVIEWS

PICROSS	72
CIVILIZATION	84
SUPER FAMILY GELÄNDE	86
PONERU GOPON	88
WORMS	89
NINJA GAIDEN TRILOGY	90

REGULARS

NEWS	6
EDITORIAL	14
REVIEWS	18
NINTENDO HELP SYSTEM	61
PREVIEWS	72
SEAL'S MAILBAG	80
Q&A	82
OUT NOW	96
NEXT MONTH	98

IRREGULARS

DICK CLEAVER: ACCESSORY TO MOIDER	94

Nintendo®

NEWS NETWORK

IT'S HERE!

We've waited – oh god, how we've waited - but now, at last, the waiting is over. Yes, in years to come people will ask each other what they were doing on the 24th of November 1995, because that date will go down in history as the momentous day Nintendo finally unveiled the NU64 to the world's frothy-mouthed press at the famous Shoshinkai Show in the Makuhari Convention Centre in Tokyo. And naturally we at NMS will remember what we were doing because we were right there at the show itself and first in line to play on the long-awaited super console. So forget all the rumour and speculation printed by our would-be rivals, because once again NMS is here to tell you the facts about the machine that is destined to change the face of video gaming forever...

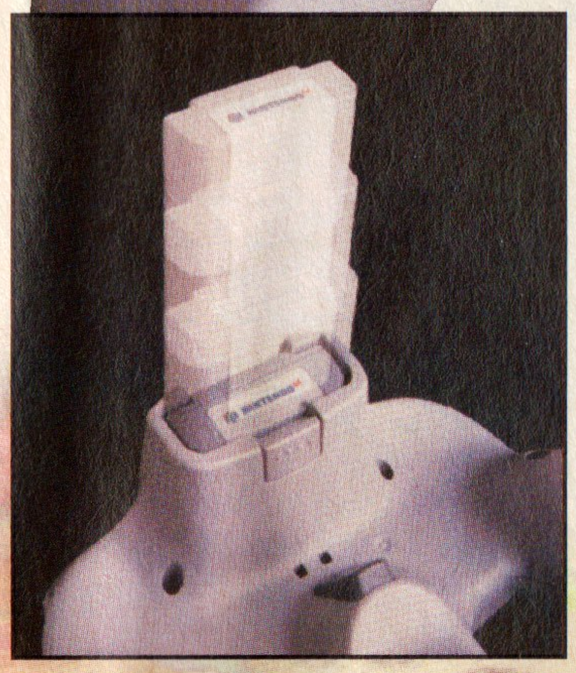
THE MACHINE!

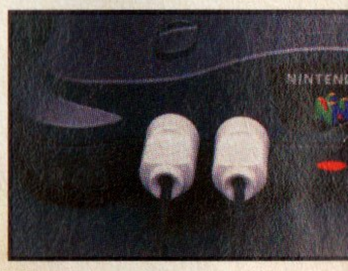
The first thing that strikes you about the NU64 is its size – it's *tiny*, with a footprint only slightly bigger than this issue of NMS cut in half, while the cartridges themselves are no bigger than Super NES carts. On the top of the machine are a power switch, 'reset' and cartridge eject buttons and a cartridge slot – despite several rumours to the contrary, the NU64 will definitely be launched as a cartridge-based machine. However, it was revealed that an add-on mass storage device akin to CD-ROM is in development and will hopefully be unveiled at next year's Shoshinkai Show. The unique thing about this drive is that you'll be able to write data onto it as well as read data from it, unlike CD-ROM which is readable only. Along the front of the NU64 are four joypad ports – Nintendo believes (quite rightly, in our humble opinion) that people gather around one console and one TV to play games, and that they don't faff about linking two or more machines together via serial cables for their multi-player thrills. As predicted, the NU64 will cost a mere 24,900 Yen (or $249), for which you get the console and one controller. It's not known at the time of going to press what the UK price of the NU64 will be, or whether the Japanese price also includes a bundled game.

POWER TO THE PEOPLE!

The advanced technical specifications of the 64-bit NU64 are simply awesome, far surpassing those of the 32-bit Sega Saturn and Sony Playstation. And if you don't believe us, here they are in all their glory so you can judge for yourself (well, if you've got a degree in advanced electronics you can).

CPU:	MIPS 64-bit RISC CPU running at 93.75MHz.
MEMORY:	RAMBUS D-RAM 36Mbit with a maximum transfer rate of 4500Mbit/sec.
CO-PROCESSORS:	SP (sound and graphics processor) and DP (pixel drawing processor) running at 62.5MHz.
RESOLUTION:	256x224–640x480 pixels, with additional flicker-free interlace support
COLOUR:	32-bit RGBA pixel colour frame buffer support; 21-bit colour video output
GRAPHIC PROCESSING:	Z buffering; anti-aliasing; realistic texture mapping with tri-linear filtered mipmap interpolation, perspective correction and environment mapping.
DIMENSIONS:	260mm wide by 190mm deep and 73mm high.
WEIGHT:	1.1kg.





(ABOVE) We've played it! We've bloody played it! (LEFT) The new memory packs offer amazing possibilities! (BELOW) The NU64 ready for four-player fun!

THE CONTROLLER!

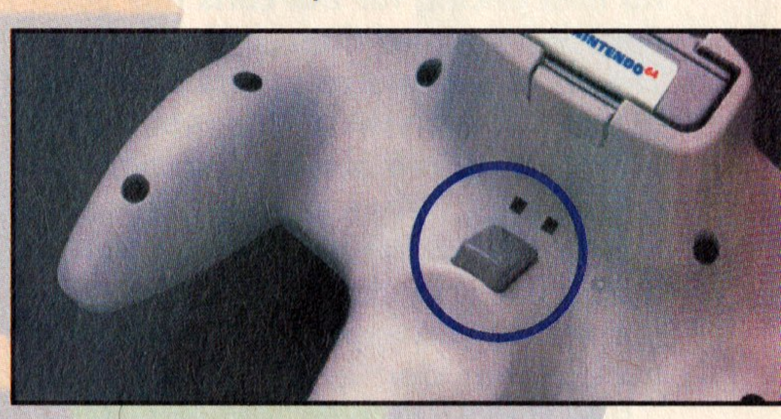
The most amazing thing about the controller, given its weird and unusual look, is how comfortable and instinctive it is to play with. All credit is due to Nintendo's skilled R&D boys, 'cos they've obviously spent a lot of time making sure the controller feels just right and they've succeeded admirably – it really is a joy to use.

As you can see from the pictures on this page, the joypad features a standard Super NES-like D-pad, a red 'Start' button, blue and green 'action' buttons, four yellow 'camera' buttons which are used to switch between various viewpoints in the 3D world, L and R buttons on the pad's shoulders and, on the underside of the central hand grip, a trigger-like fire button. The bizarre mushroom-like object in the middle of the pad is what Nintendo are now calling the '3D Stick', an analogue joystick that permits full 360° control of the game characters.

However, perhaps the most interesting feature of the controller is the memory pack slot; apparently you'll not only be able to store saved games onto the packs, but also actual gameplay information. For instance, you could record how you achieved your best lap-time in Mario Kart, send the pack to your mate and then he could race against you using the recorded data! The potential of these packs is mind-blowing...

There are also rumours that the controller contains motion sensors, so that if you're playing a baseball game you can hit the ball on-screen by swinging the controller like a bat, or control a racing game by turning the controller like a steering wheel. As we say, it's just a rumour, but hopefully we should have more on that next month.

Although the controller that comes with the NU64 will be the standard grey shown here, extra controllers will be available in black, yellow, green, light blue and dark blue. It is not known yet how much the controllers will cost.



(ABOVE) On the underside of the middle hand grip is the 'Z' trigger, allowing you to hold the controller like a light gun!

+++ STOP PRESS! +++ PREPARE FOR LAUNCH! +++ STOP PRESS! +++

So, when can you expect to get your grubby little hands on an NU64? Well, literally just hours before this issue of NMS went to press, we received a fax from THE GAMES confirming the UK launch date – and it's better news than we could ever have expected!

UK LAUNCH OF THE NU64: APRIL 1996!!! RECOMMENDED RETAIL PRICE: £200!!!

Yes, it's true – the NU64 will be released in the UK at the end of April, just a few days after the machine is launched in Japan on the 21st of April 1996. Even better the recommended retail price will be around the staggeringly low sum of £200! Alan Taylor, the MD of THE GAMES, said "Nintendo again sets a new playing field for the next few years of video games on which they have the only viable team. We have now seen that the Ultra 64 is truly three times as fast and far more exciting than any other existing game system. It is the outstanding result of a partnership, formed two years ago, between Silicon Graphics and Nintendo. They have combined expertise in the home entertainment market with the visual computing technology previously only available on large budget films, to create incredibly realistic graphics, exceptional gameplay performance and a multi-directional controller which delivers gameplay beyond even our expectations."

HOLD ME NOW!

As you can see here, the unique thing about the NU64 controller is that you can hold it not one, not two but THREE ways! How's that for versatility?

NINTENDO NEWS NETWORK

THE GAMES!

There were only two real disappointments at the show. The first was that the NU64's Japanese launch date wasn't this Christmas as expected but April 1996. The second was that just two NU64 games – Super Mario 64 and Kirby Bowl 64 – were actually playable, with the rest demo'd on video. The two disappointments are related – it's because the software is taking longer to develop than anticipated that the release date has been put back.

Still, what the games lacked in quantity they more than made up for in quality. And the great thing was the other titles in the works looked just as good, if not better. And more good news – although no firm pricing for the carts has been set, Nintendo revealed that they don't expect them to cost any more than a Super NES game.

The most impressive aspect of all the games was the sheer quality of the 3D. Everything was realistically shaded and light sourced, giving the game objects a smooth and natural appearance. When textured objects got close to the viewer they didn't break up into chunky pixels or distort like they do in many Playstation and Saturn games. As you explored the 3D worlds objects in the distance start small and grow as you approach – they don't just 'pop' into view when you get near them. Most importantly everything moves soooo smoothly, even though the images are rendered in high-res.

And remember that the best is yet to come. It's still very early days in terms of software development – Mario was the most advanced game on show and that was only 50% done. Chances are that when the games are finished, they'll be even more astounding (they're also likely to have different names – the ones given here are working titles). And as for what the games will be like in a year or so's time, when they've had chance to find out what the machine can *really* do, well, the mind boggles...

(ABOVE & RIGHT) The killer penguins strike in the slippy-slidey ice world! Note the excellent snow effects!

SUPER MARIO 64

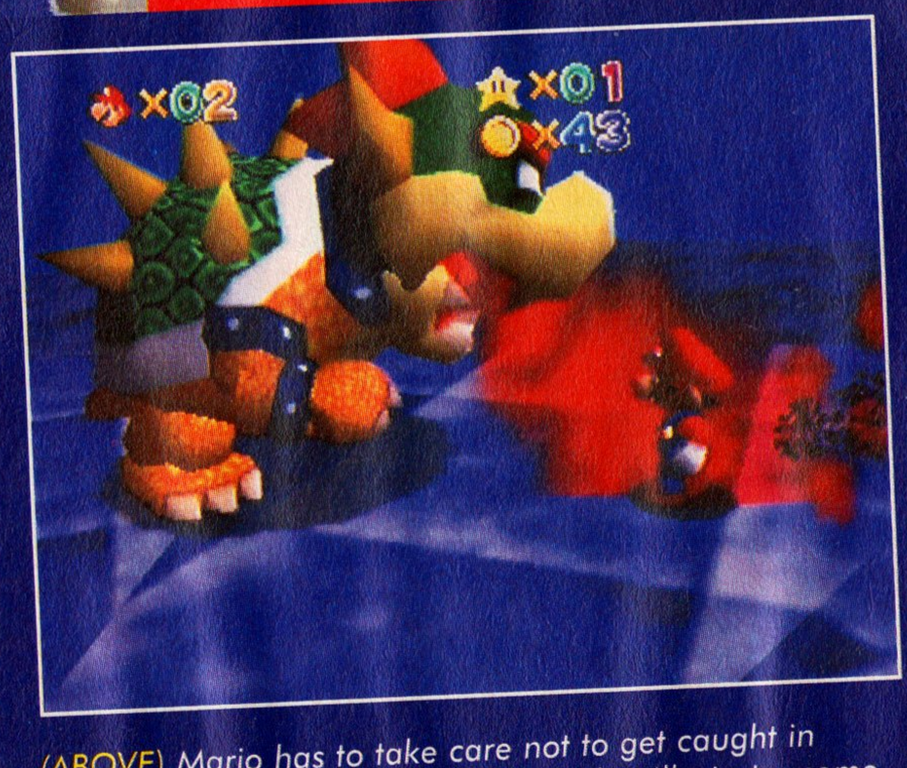
It was inevitable that the world's most famous plumber would make a showing on NU64, but few could've guessed at how radical and innovative his newest adventure would be. Everything – and I mean *everything* – is created in breathtaking 3D. Even the game's title screen features a giant 3D Mario head that, using the joypad, you can twist and distort to your heart's content.

In the game itself you guide Mario as he explores the World Of Rocky Mountain. You control our hero using the 3D Stick, and this game perfectly illustrates its power and versatility; push it slightly in absolutely any direction and you make Mario walk, push it further in the same direction and he starts to run. As you'd expect Mario is able to jump, but in addition to that he can also swim, climb, spin – you name it – simply by tapping on the A button.

The brilliant thing about Super Mario 64 is that it's fun just wandering around and exploring the gameworld. You have total freedom to simply walk about and do whatever you want to do. There are plenty of familiar faces, like the Thwomps, Piranha Plants and, of course, Bowser, all of whom have been given a stunning 64-bit facelift. And as in every Mario game there are dozens of secrets and bonuses to be found if you look hard enough.

Even in this half-completed state, it's clear that if Super Mario 64 doesn't shift NU64s by the truckload, then nothing will. Indeed Nintendo believe that when the game is launched with the NU64 in April it will prove to be "the best video game in history". And on the evidence here, we're not going to argue.

(ABOVE) Mario bumps into his old nemesis, Bowser, whose heavy footsteps shake the floor, making Mario fall over!



(ABOVE) Mario has to take care not to get caught in Bowser's flaming breath – an attack that illustrates some of the NU64's powerful graphic effects!

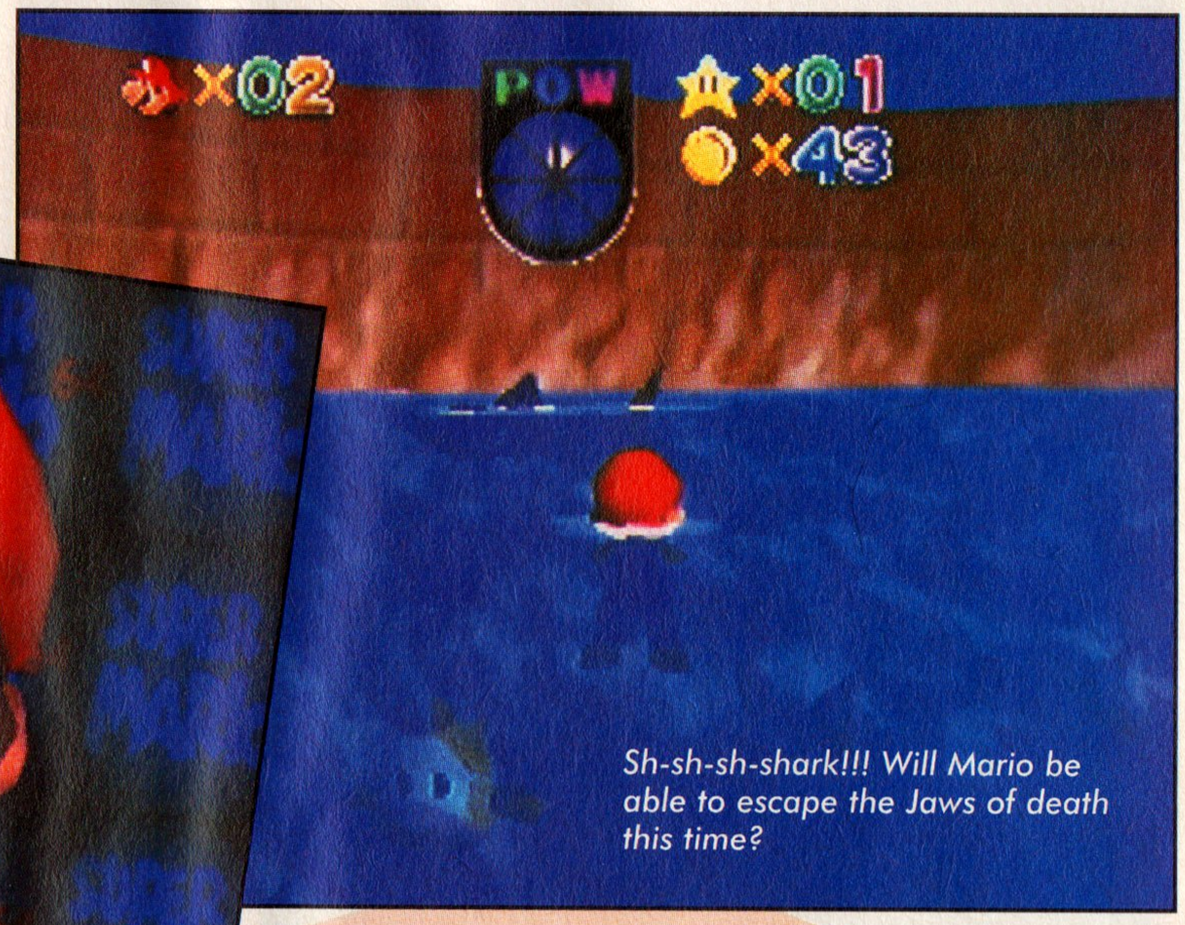
(ABOVE) How do you defeat a baddy this big? Simple – you grab him by the tail and swing him around until he's dizzy!

(ABOVE) Mario risks a singed butt as he plays with fire in this lava level! Pass the Savlon, eh?

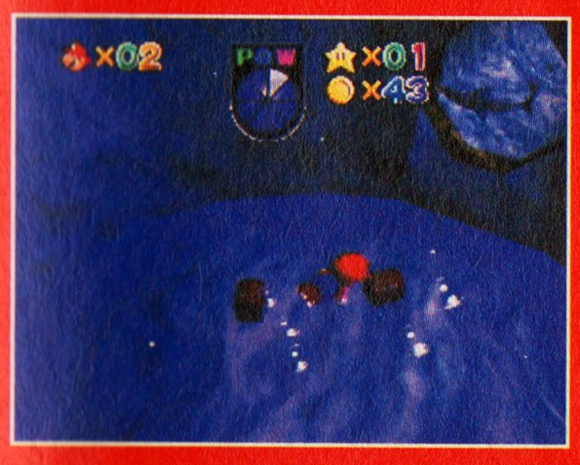
(ABOVE) In one of Super Mario 64's many sub-games, Mario goes for a ride down a coin-covered chute!

(BELOW) The title screen of Super Mario 64 features a giant 3D head of Mario himself. Using the 3D Stick and the action buttons you can grab his nose and tweak it, twist his head around... you name it!

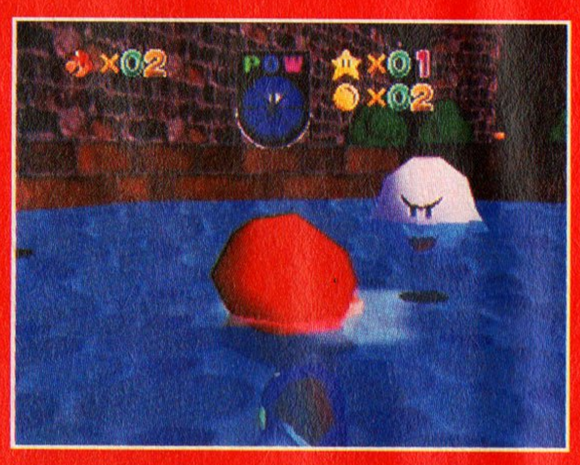
(ABOVE) I wish I could fly, right up to the sky – but I can't! Tough luck, Orville, 'cos Mario can!



Sh-sh-sh-shark!!! Will Mario be able to escape the Jaws of death this time?



(ABOVE) Super Mario 64 is full of surprises. Here Mario dives into a pool and discovers a secret tunnel...



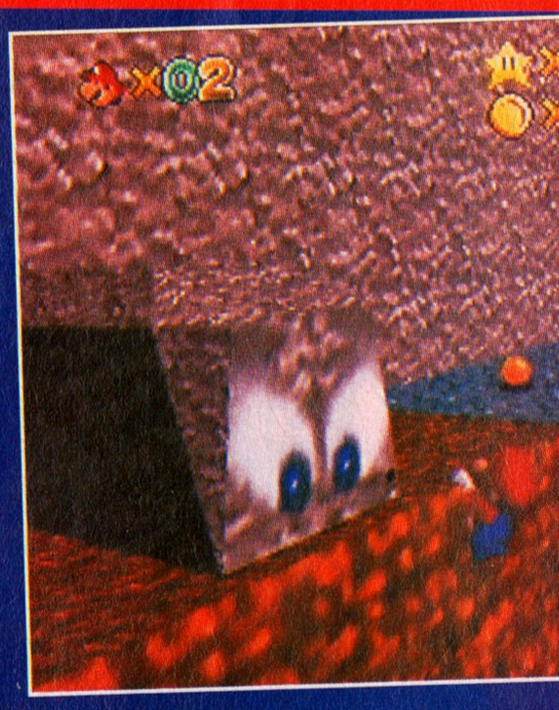
(ABOVE) Swimming into the tunnel Mario finds a cave – and a giant Boo! Run away, run away!

(ABOVE) Mario swims further on and... hello, what's this? It looks like a submarine!

(ABOVE) A submarine it is – but can you guess who its captain is? (Hint: look at the conning tower!)

(ABOVE) Using the yellow buttons on the controller you can look at the action from almost any angle! Here Mario ponders on the perils posed by giant Thwomps!

(ABOVE) The Super Mario 64 demo presented at the Shoshinkai Show starts you off in the well-kept gardens of this mysterious castle. What wonders lie within...?



(ABOVE) Hang on, Mario! Our brave plumber hero demonstrates just one of his brand new skills!

(ABOVE) Mario learns that smoke gets in your eyes as he dodges a giant bob-cannonball!

(ABOVE) Take that, you fiend! Mario punches out a beautifully-modelled Piranha Plant!

(ABOVE) Inside the castle Mario has many doorways to choose from – which one leads to Bowser?

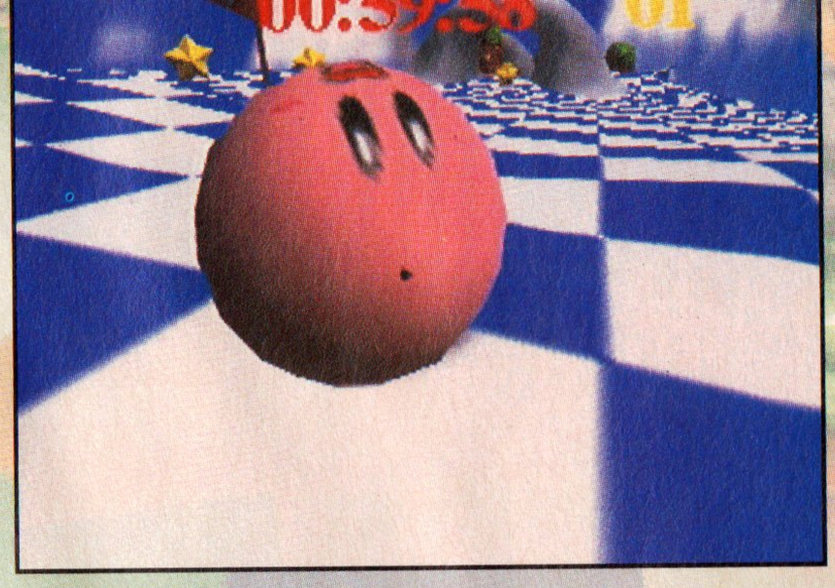
(ABOVE) Mario skips nimbly across a crumbling bridge in an effort to reach the end-of-level star!

NINTENDO NEWS NETWORK

PILOTWINGS 64

The Next Generation sequel to the Super NES original, PilotWings 64 is being created by simulation specialists Paradigm in collaboration with the game gurus at Nintendo. The video footage of PilotWings 64 on show perfectly illustrated the power of the NU64; as you fly around, you have a perfect view of the highly-detailed landscape below stretching away into the distance – there are no ugly 'clipping' problems here. In fact, Pilotwings boasts a completely seamless gaming environment that mirrors the Unites States where you take to the skies in hanggliders, helicopters and even a jet pack. Your journeys around the good old US of A will also allow you to buzz many of their most famous landmarks, such as the Kennedy Space Centre. And rather than it being a case of riding through hoops the emphasis will be on survival using the air's thermals. We'll be taking a closer look at PilotWings 64 next month, and there will also be an interview with Paradigm. Stay tuned.

(LEFT)) It's a long way down when you're riding the thermals

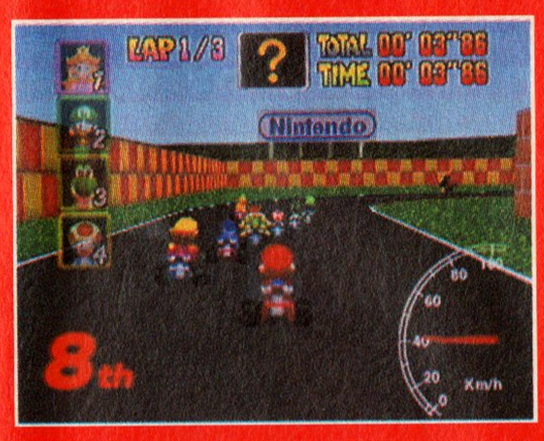


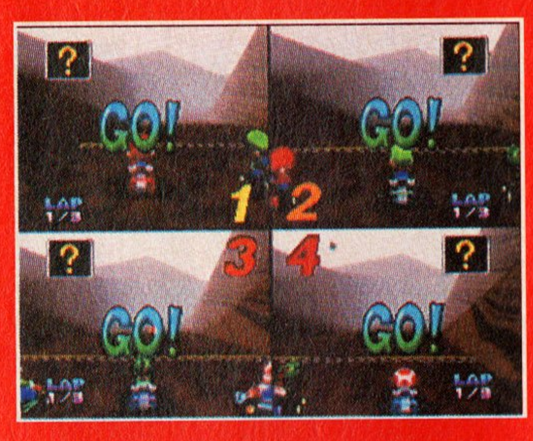
KIRBY BOWL 64

The only other game on playable demo, Kirby Bowl 64 from Hal Laboratory Inc. is a weird sort of fantasy sports game with a variety of game tasks. In one part Kirby snowboards down bizarre Marble Madness-y landscapes, collecting stars and jumping over obstacles. In another part Kirby rolls around bowl-like arenas in an attempt to knock other multi-coloured blobs out of the play area. The neat thing here is that the arenas keep changing shape, adding to the challenge. Kirby Bowl 64 is another game that will support up to four players simultaneously, which should make for some top frantic action. The game on show was only 20% complete, but it looked superb and was very playable. Expect more news next month.

SUPER MARIO KART 64

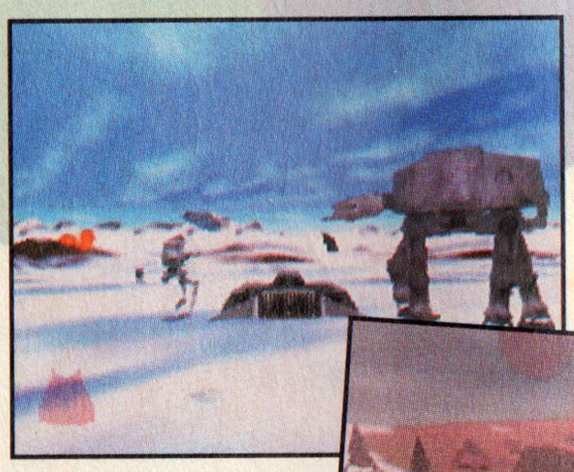
Yes! It's true! The best racing game in the Universe just got better! Super Mario Kart 64 looks totally brilliant, especially as it's possible for up to four players to play head-to-head on the same machine thanks to a four-way screen splitting technique. This is one game we can't wait to play...





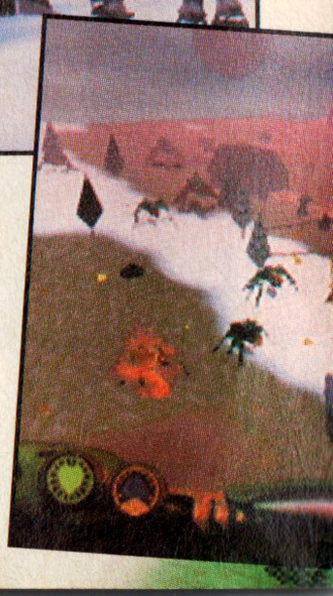
STAR WARS: SHADOWS OF THE EMPIRE

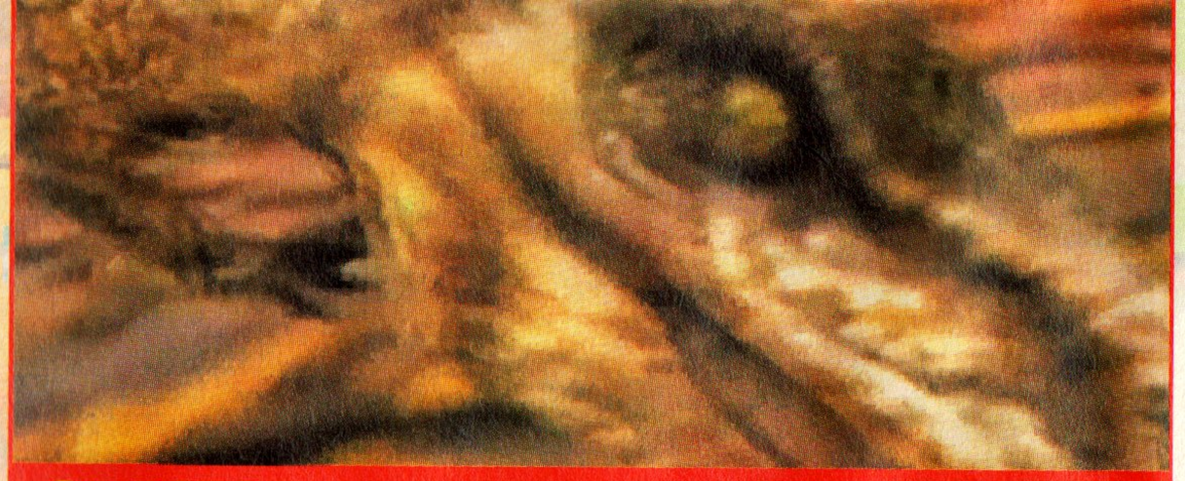
Sure to make any self-respecting Star Wars fan swoon, Shadow Of The Empire is a vast epic based on the classic movie series. Set somewhere between Empire and Jedi, Shadow Of The Empire has been created by many of the same team who were responsible for the best-selling PC titles X-Wing, Rebel Assault and Dark Forces. Although this awesome Walker attack was the only sequence shown, the game is also said to feature Doom-like Stormtrooper battles and dogfights in space against the Imperial fleet. Prepare to feel the full power of the Force...



BODY HARVEST

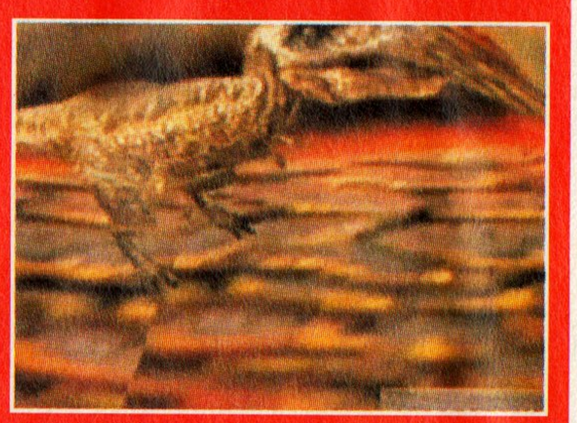
3D shoot-'em-up action courtesy of DMA Design that puts you in charge of 80 land-based and flying craft. Once aboard the craft your task is to seek-and-destroy alien forces' vehicles and installations before they successfully invade planet Earth.





CREATOR

From Software Creations, who wrote the NU64's sound tools, there wasn't much to see on Creator apart from this excellent 3D model of a Tyrannosaurus Rex. Apparently, though, the aim is to create your own dino and then control it as it roams about the landscape, chomping on other dinos. We should have more info next month, promise.



WAVE RACE 64

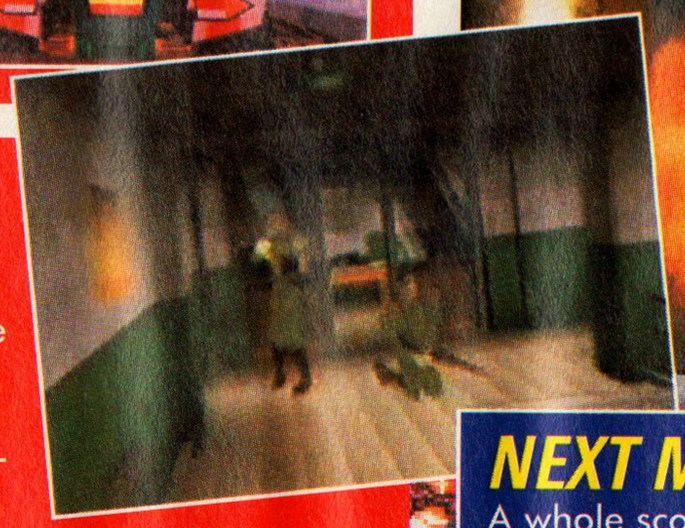
Described as the Next Gen version of F-Zero, Wave Race is an arcade-racer set within hi-tech, futuristic speed-boats that jump and morph around various courses like the canals of Venice. Some of the effects, such as when the boats plain through the water, begin to show us just a few of the spot-effects that the NU64 can generate and again the detail level is superb. Most impressive of all, however, is the fact that like Pilot Wings and Super Mario 64 the play suffers none of the clipping and update problems that blight the 32-bit consoles.

BUGGIE-BOOGIE

Create your own custom-built tanks and cars before sending them off into battle in a texture-mapped 3D environment in this, another offering from Nintendo themselves. Although it's early footage shown at the show, Buggie-Boogie appears to feature some impressive spot-effects and, again, a very smooth game engine.

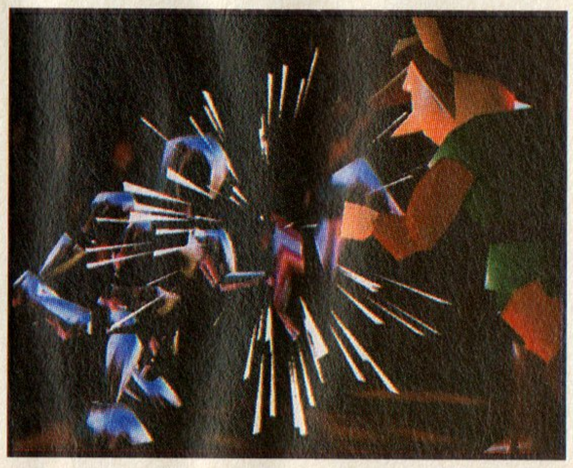
GOLDENEYE 007

Although little information was available about this Bond license at time of going to press, the video footage shown gave us the impression that play would be viewed in much the same manner as Sega's Virtua Cop and Namco's latest much lauded coin-op hit Time Crisis. As Bond you make your way through a variety of locations gunning down 3D texture-mapped hoods, agents and spies. Expect more from the license to kill next month when we collar Rare.



THE LEGEND OF ZELDA 64

According to Nintendo, Zelda 64 is a long way from completion (not surprising, as it's going to be the first NU64 title to take advantage of Nintendo's new mass-storage device) but it should be amazing if these shots are anything to go by. Just look at the reflections on that armour and the way those sparks fly when the swords clash! Wowzers!



STARFOX 64

Another of the titles shown on the video-wall at Shoshinkai was Starfox. Early footage reveals it to be very similar in the play department to its older Super NES brother, but rather than the simple 16-bit polygon arrangement, the NU64 version will boast texture-mapped ships, highly-detailed internal and external environments and an extremely smooth 3D engine.

BLAST DOZER

Here's a chance to really satiate your desire to smash things into tiny pieces as you take control of various JCB-styled vehicles and go on the rampage around town. Although it's early days it does seem that this surprise title from Rare will see gamers racing through towns and cities, clearing a path in a bid to avoid some sort of catastrophe. Again the graphical look and speed of the game's engine is like nothing we've seen before as Rare have employed the use of Alias' particle physics model, allowing the game to have some of the most realistic explosions ever to appear in a video game.

NEXT MONTH!

A whole scoopful of hot news from the Shoshinkai Show, including more NU64 game shots and info, as well as loads o' stuff about forthcoming Super NES, Game Boy and Virtual Boy games! Miss it and be doomed to spend an eternity in ignorance!

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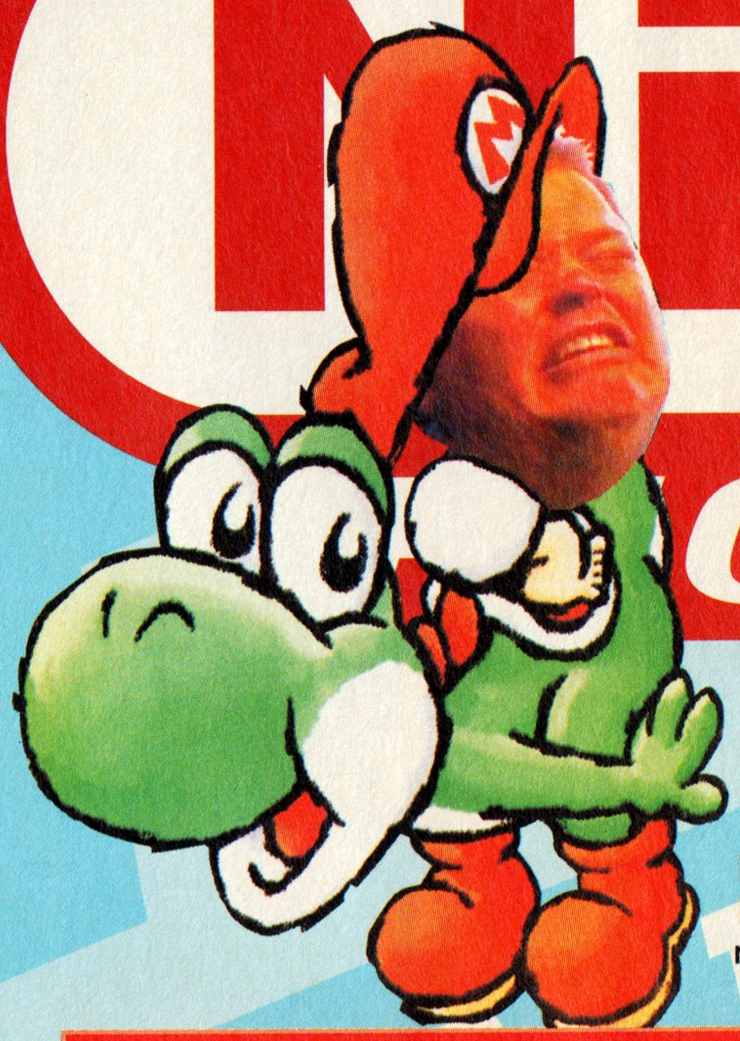
Nintendo PEOPLE SYSTEM



As is traditional at the dawn of a New Year it's out with the old and in with the new. Which is why the svelte good looks of Andy will no longer be adorning this page and instead you'll have to make do with me, Dave Upchurch, your new Editor. Yes, it's sad but true – Andy has been elevated to demi-god status (well, Managing Editor actually) and the reigns of the out-of-control crazy horse they call NMS have been handed to me. And what a way to start! This issue we've got tip-top reviews of Yoshi's Island and Secret Of Evermore, an interview with two of Nintendo's key personnel and EXCLUSIVE first news on the NU64 launch at the Shoshinkai Show last November, with screenshots, playtests and everything! And if you think this is smart, wait until you see what we've got planned for the coming months - it's so hot you'll be able to save money on your Winter heating bills!

DAVE

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ART EDITOR: Peter "Poo pipes" Barrell
DEPUTY EDITOR: Simon "Just the one" Clays
DESIGNER: Chris "I say, tip-top!" Hobbs
REVIEWS EDITOR: Shaun "Mind if I pop this on..." White
OVERSEAS CORRESPONDENT: Warren Harrod

SPECIAL THANKS TO: The infinitely talented Warren Harrod for organising and performing the most excellent interview with Mr Yasuhiro Minagawa and Mr Yoshio Hongo of Nintendo Co. Ltd, and even greater thanks to Messrs Minagawa and Hongo themselves for granting it. And big hugs 'n' kisses to Danielle Woodyatt for all her Shoshinkai-related aid – thanks a million! Also cheers to Declan Brennan for a top nosh-up, Mike Barnes, The Pentangle (yes, really), John Barry for his Bond choons, the guys 'n' gals at Starburger (any chance of a discount?), John Sloan for the footy tips and Karen Shillcock for Thomas. Oh, and no thanks to Paneru Gopon – it almost made us miss the deadline!

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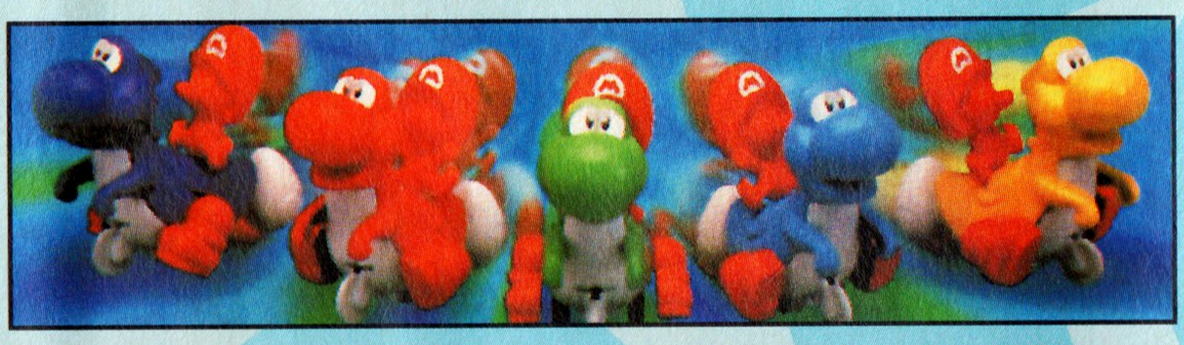
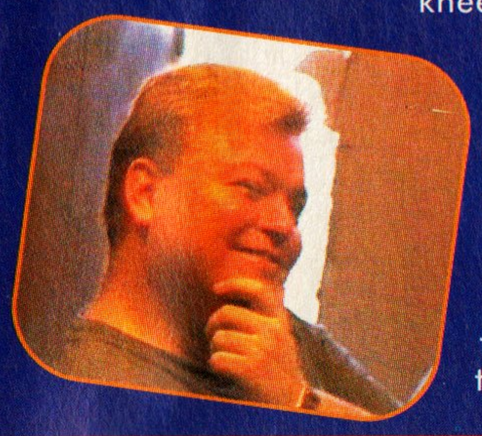
WHAT A DOLL!

Being somewhat ignorant, I don't know if they celebrate Christmas in Japan or not, but if they do I bet a lot of Far Eastern Nintendo kidz found these little beauties in their stockings on Chrimble morn. They're plastic Yoshi dolls, basically, complete with baby Marios astride their backs and eggs plopping out of their butts. Just pull 'em back to rev 'em up then release and watch 'em go! Fantastic, eh? Why we don't get this sort of stuff over here in Blighty, that's what I want to know.



NINTENDO PEOPLE SYSTEM
With new boy Dave slowly but surely making his ample buttocks comfortable in the NMS hot-seat, what better time for the NMS crew to ponder and reflect on the lowly positions they've held in the past (yes, I know we've done it before, but bear with us)...

DAVE "SEWER SHARK" UPCHURCH
Although metaphorically Dave has been deep in the, er, 'plop' many times during his career, he was once in it literally. It all happened many moons ago when he worked as an assistant to a surveyor studying a housing estate's sewage system. This involved much clambering down manholes and poking his nose into other people's smelly business. Suffice it to say that if you happen to bump into Dave, don't ever shake his hand...



CURRENT VIDEO KINGS:
Paneru Gopon, Yoshi's Island, Secret Of Evermore, Super MarioKart (still!).

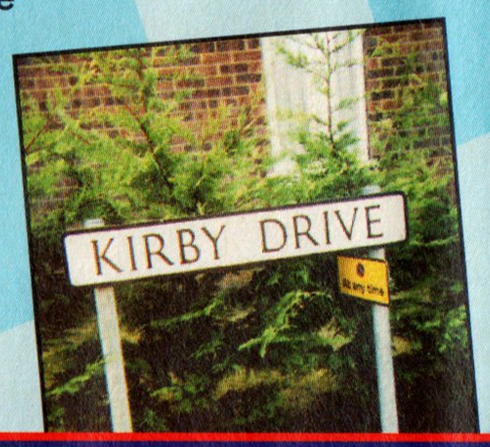
SIMON "CLEAN SWEEP" CLAYS
You know how big those Toys 'R' Us superstores are, don't you? Well, imagine that your job was to crawl about on your knees, scrubbing the floor by hand - horrible, eh? Of course, Simon doesn't have to imagine it because he did it for real. Apparently it took from 8pm at night to 8am the next

IT'S THE BEST WE'VE ZINE SO FAR!

The flood of fanzines continues! Well, not so much a mighty flood as a feeble trickle, the sort of unimpressive natural force you might witness if you squirted a drop of water onto dry desert sand. Yes, one - ONE, I say - fanzine has plopped limply onto our doormat this month. But while the quantity may be lacking, the quality most certainly ain't. Researched, written and designed by the multi-talented Keith Ainsworth, the fanzine in question is called RETROGAMER and it's packed with nostalgic reminiscences of gaming past. In Issue One, for example, there's a brief but informative biography of Nolan Bushnell, the man who arguably gave birth to the modern video games industry (must have been a painful delivery), some killer tips for arcade Pac-Man and an overview of mid-80s laserdisc games such as Dragon's Lair and Firefox. It's all good and often very funny stuff - well worth a look, if you ask us. One quid will buy you an issue, or you can subscribe to six for just a fiver. Bargain. For more info, write to Keith Ainsworth at: 52 Kingfield Road, Orrell Park, Liverpool L9 3AW. And if you're reading this, Keith, please keep the fanzines coming...

LET'S PLAY THE NAME GAME!

Okay, this month's Mailbag Seal rips the, er, 'hiss' out of poor 'Kirby King' from Peacehaven for sending in a hilarious photo of Kirby Drive (reprinted here in a desperate attempt to fill space) but don't let that sway you from sending us your own piccies of place names with links to classic Nintendo games. Perhaps there's a Yoshi Close a couple of streets from your house. Or maybe you live in a village called Marioton. Okay, okay, we know it's highly unlikely but you get the idea, yes? Any photos we receive will be hidden away from Seal and possibly printed on these very pages. Good, eh? And who knows – we might even give out a prize if we get one that's really funny or clever or (heaven forbid!) both. But remember that we only said "might".



RATINGS GUIDE

90–100

ANY GAME SCORING ABOVE 90 PER CENT IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS.
The year is 1889 – and Fusajiro Yamauchi founds Nintendo Koppai, a playing-card manufacturing company. Over the following years the company diversifies and in 1977 it produces its first home video games system, the Color TV Game 6. The rest, as they say, is history...

80–89

The year is 1945 - and the Allies sweep across Europe, forcing the Nazis back to Berlin, eventually resulting in the defeat of Hitler and the merciful end of the Second World War.

70–79

The year is 1966 - and England wins the World Cup by soundly beating West Germany 4-2 in a nail-bitingly tense final. (And the fact that we've never won it since isn't because we're crap, but because we don't need to prove ourselves anymore, alright? ALRIGHT?)

60–69

The year is 1969 – and Neil Armstrong earns his place in history as the first man to walk on the Moon. (Or did he? There's a lot of people who believe that the Moon landings were all a PR stunt created by the US government. Spooky, eh?)

50–59

The year is 1492 – and Christopher Columbus discovers America. So it's him to thank for delicious hamburgers and pizzas, great Hollywood movies, Baywatch, Roseanne, er... Ricki Lake... um... Ronald Reagan... ah... Well, you get the idea...

40–49

The year is 1815 – and, despite being massively outnumbered, the Duke of Wellington leads 'Our Boys' to a blinding victory over Napoleon and his French fops in the Battle of Waterloo. Ah-ha-ha-ha-ha! It serves them right...

30–39

GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS
The year is 1066 - and that fat French fancy, Norman the Conqueror, defeats noble King Harold at the Battle of Hastings by poking him the eye with an arrow. Or something like that. Hey, if you want accuracy go read a history book!

20–29

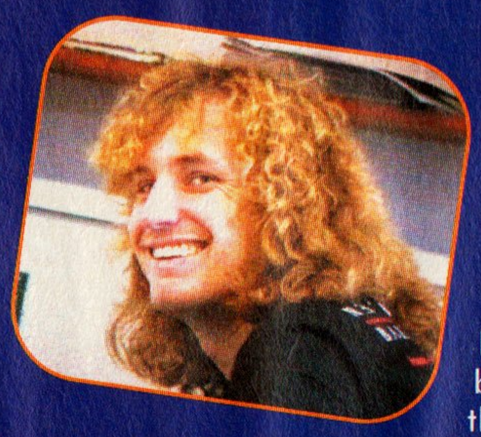
The year is 1977 - and the King, AKA the great Elvis Presley, is dead. Meanwhile the Queen celebrates 25 years on the throne, marking the end of the longest bout of diarrhoea in medical history!

0–19

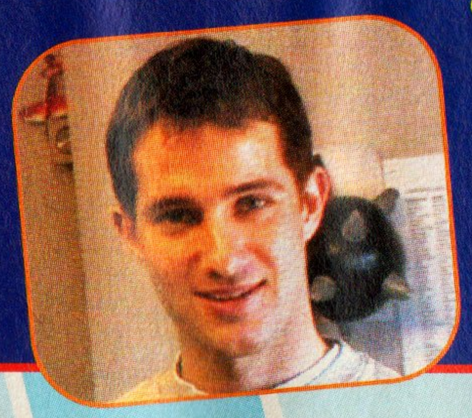
The year is 1979 - and Margaret Thatcher becomes Prime Minister of the United Kingdom, heralding the start of sixteen miserable years under Conservative rule. Double seat, double seat, gotta get a double seat. My name's Ben Elton. Good night!

morning and at the end of the shift his hands were like lumps of raw meat - which might explain why it now takes him so bloody long to write his reviews. Grrrr!
CURRENT VIDEO KINGS: Yoshi's Island, Paneru Gopon, International Superstar Soccer Deluxe, Doom.

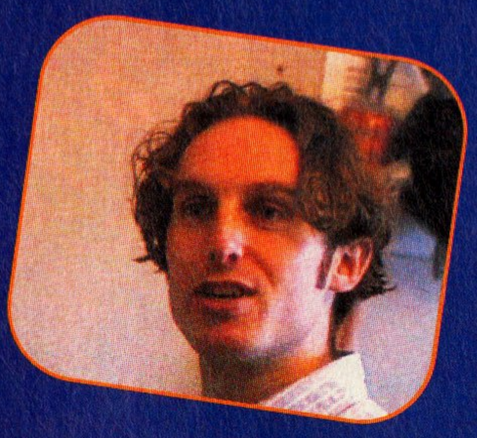
SHAUN "PHEASANT PLUCKER" WHITE
Any vegetarians out there had better stop reading this now and move onto Pete's bit, because Shaun's worst job will be horrible enough to those who like eating meat, let alone those who don't. You see, after leaving school our Shaun earned gainful employment in a butchers where his responsibility was to take the dead pheasants and gut them, i.e. open 'em up and remove all the squelchy stuff from inside their bodies. Character building stuff indeed.
CURRENT VIDEO KINGS: Yoshi's Island, Paneru Gopon, NFL Quarterback Club '96, International Superstar Soccer Deluxe.



PETE "PAIN IN THE GLASS" BARRELL
Mr Peter may be a world-famous magazine designer now, but once he spent his working day as a humble sales assistant in a gardening centre. One winter they had to help build a massive greenhouse the size of a football pitch. The problem was all the glass for it was dirty, so he and his workmates had to spend weeks cleaning the grubby glass by dunking it in cold buckets of water as the icy winds blew around them. What a lucky chap, eh?
CURRENT VIDEO KINGS: Yoshi's Island, Paneru Gopon, Killer Instinct, Doom, International Superstar Soccer Deluxe.



CHRIS "MR FREEZE" HOBBS
If you think it can't get any colder than it does outside at the moment, then spare a thought for poor Chris, the most delicate and fragile member of the NMS team. His worst job was working in the frozen meat department of Sainsbury's, where he had to wear fifty jumpers (or something) and extra-thickness thermal underwear to stop himself being turned into a giant man-flavoured lolly by the biting sub-zero temperatures of the freezer room.
CURRENT VIDEO KINGS: Galaga/Galaxians, Donkey Kong Land, International Superstar Soccer Deluxe.



SPECIAL COMPO!

NEW YEAR'S GIVEAWAY!

Here at NMS we just can't stop giving stuff away and this month, heralding the start of a brand spanking new year, isn't any different. Oh yes, as January rears it's cold and ugly head we've got clothes to amuse you and games to keep you warm. Or should that be the other way around?

KILLER KLOBBER KOMPO!

You've played the game, read the review, scabbed the tips and cheats, but you haven't got the T-shirt yet, have you. That's cos there aren't any! Well, there are... but there's just not very many of them and you're only supposed to have one if you're a Rare staff member. Anyway, to cut a long story short we've got a variety of T-shirts and polo shirts that feature those battle weary punters from Killer Instinct to give away. And, because you won't find these top accessories in any of your high street stores you'll be able to beam from ear-to-ear as you strut proudly down the high street. Or, there-to-there as our top killer models demonstrate to your left!

To win one of these 'precious-as-gold-dust' shirts just answer the following incredibly easy question:

What's the name of the hidden character in Killer Instinct?

a. Eye liner
b. Eyedol
c. Eyelet

Now send your answer to: **I'D LOOK ROCK 'ARD STROLLIN' AROUND MY MANNER IN A KILLER INSTINCT SHIRT to NMS, EMAP Images, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.**

PURPLE PERIL IN PANTS!

The Phantom, a man who runs around in a tight purple suit wearing dark shades trying to help people. How he expects to help people in a tight lycra purple suit I'll never know. He sounds better equipped to shock and scare people than help them, but if that's what he wants to wear when he goes out for a night's super-heroing that's up to him.

Anyway, he can't be doing too bad because this year he's going to appear in his very own movie. And yes, you've guessed it he'll be sporting that purple suit again, but this time in the flesh - we know, it's not worth bearing a thought is it. Well, while you wait for the purple peril to appear in celluloid form we thought you could while away the hours playing the game, Phantom 2040, on your Super NES. And it just so happens we've got 10 copies of this platform romp to give away if you can answer the following easy question:

What colour does the Phantom like to hang around in?

a. Pink
b. Purple
c. Avocado

When you're happy that you've got the right answer, send it to: **TIGHT LYCRA IS NO WAY FOR A SUPER-HERO TO DRESS then post it to NMS, EMAP Images, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.**

Take on the Empire and the power of the Dark Side in this thrilling conversion of LucasArts Star Wars finest challenge.

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** NINTENDO OF JAPAN
- **PRICE:** TBA
- **RELEASE:** FEBRUARY
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 16 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Yes
- **OPTIONS:** Controller config

GAME INFO

- **GAME ORIGIN:** Latest in the brilliant Mario World series – need we say any more?
- **GAME DIFFICULTY:** Hard
- **SCORE TO BEAT:** Complete third world with a 100%
- **ALTERNATIVES:** Any of the superb Mario World titles

GAME CONTROL

- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Brilliant

X None

A Activate egg/Throw

B Jump/Float

Y Grab/Spit/Special

L/R
L: None
R: Throw eggs

S
Start: Pause/score/item
Select: None

GAME CREDITS

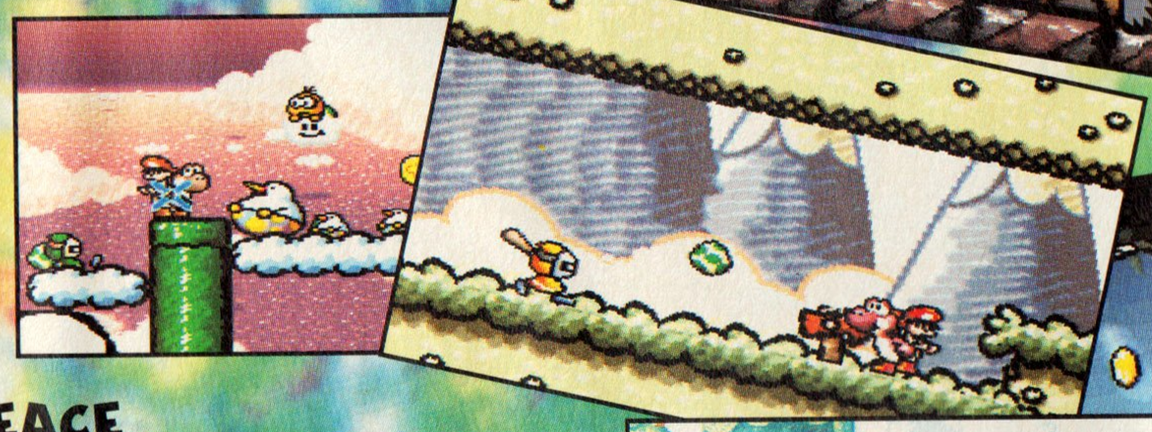
- **DEVELOPED BY:** NINTENDO
- **DISTRIBUTED BY:** T.H.E
- **MADE IN:** JAPAN
- **ARTWORK:** © NINTENDO OF JAPAN

At last the most eagerly awaited Super NES game hits our frosty shores. Yes, eager gamestrels, prepare to bite it and believe it 'cos Super Mario World 2, AKA Yoshi's Island, is here. So, step back through history with us to a time when Mario was but a pixel in Papa's pants...

SUPER MARIO WORLD 2 YOSHI'S ISLAND

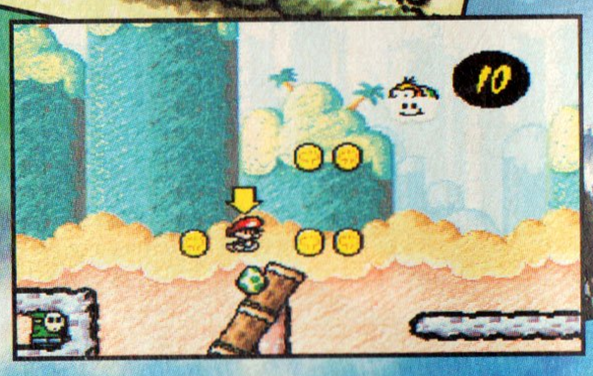
Yes, this, the latest in the Mario chronicles, sends us way back in time to the very birth of the lip-slugged plumber and his brother Luigi. Indeed, we join events as the stork is half-way to delivering the be-nappied twins to an anxious Mama and Papa.

As dawn breaks a shadowy character swoops through the dusky cloud and bears down on the lolloping stork. Before the bird can do anything to evade the incoming assailant the twins have been snatched. But in the ensuing struggle the kidnapper only escapes with Luigi and baby Mario plummets seaward. Luckily for Mario he falls right onto the back of a Yoshi, and he gets even luckier when the Yoshies realise Mario's plight and decide to lend a short, stumpy hand...



VILLAIN OF THE PEACE...

Who would do such an insidiously evil thing as to steal two babies? The answer's simple – Kamek the Magikoopa. Yes, the Koopas, scourge of practically every Mario title, return to haunt us again. This time around Kamek dreams that the twins will bring disaster to his family, so he hatches a fiendish kidnap plan. When he realises that only one of the brothers have been captured he sends his evil toadies on the rampage to make sure that Mario never reaches his parents.



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

RLD 2

WND

FLOWER POWER!

Yoshi's Island is just packed to the very edge of the cart with clever little pieces of game design that involve you and look cute in the same instance. Take the very first level where there's an excellent, highly-stylised sequence where Yoshi has to shoot a flower which drops a seed to the ground. And, through the power of Mother Nature, hey presto it grows...

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SCRAMBLED EGGS...

The first level is very much an easy introduction to the game. The first thing you've to learn is how to make an egg and throw it at an enemy. When Yoshi is approaching an enemy, press the Y Button and Yoshi will stick his tongue out and grab whatever is approaching. Once the enemy is in his mouth press Down on the D-Pad and Yoshi will swallow the enemy and transform it into an egg. Yoshi can have a maximum of six eggs following him at any one time, but it must be hell on his bowels.

FIRING-RANGE EGGS!

Once you're in possession of an egg you can use this to fire on enemies and other objects which open up passageways to other parts of the level. There are two methods of throwing: patient and hasty. For the Patient method you press the A button to activate the aiming cursor and press A again to throw the egg. The Hasty method allows you to hold the A button down and the egg is thrown when you release your sweaty grip on it.

ITS GOT WINGS, LOVEY!

Look out for the winged clouds that appear at various places through the levels. When hit with an egg they make something appear to help Yoshi on his travels. The item can be anything from a flower to stars which add seconds to your time or even something special to get you through a particular section. Here we see the cloud fill in the steps so Yoshi can reach the higher section.

BOSSING MACHINE...

Just about all of the bosses in Yoshi's Island take advantage of the Super FX chip.This means that they're unusually big and daunting while not suffering any horrid slowdown. Yoshi's Island features eight main bosses as well as eight mini-bosses. And purely for your amusement here's a breakdown of the magnificent, er, eight.

BURT THE BASHFUL

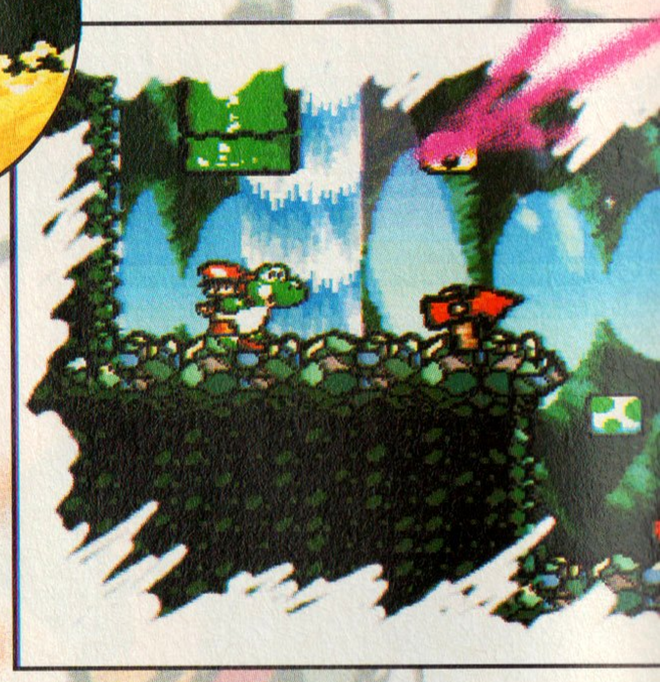
Burt the Bashful is so shy that he has to wear his trousers up by his armpits. Your job is to fire eggs at him so that eventually his trousers fall down and he dies of embarrassment. Every time he's hit with an egg his trousers come down just a little further. Obvious really, eh?

LEVEL-CROSSING!

There are two secret levels that can only be accessed by getting 100% on all of the world's other eight levels. The way to achieve this is by collecting 5 Flowers and 20 Red Coins which are hidden amongst the regular coins and finish the level with Yoshi having 30 seconds of time available to him.

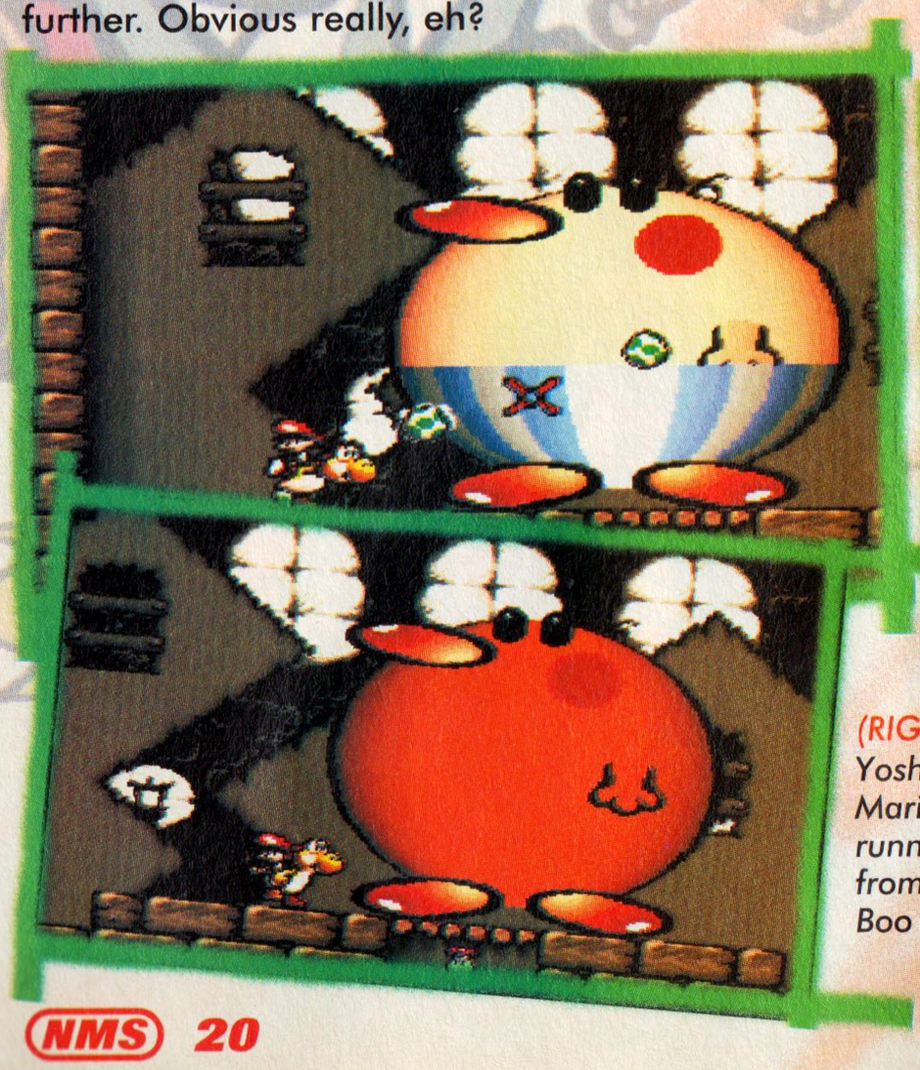
SALVO THE SLIME

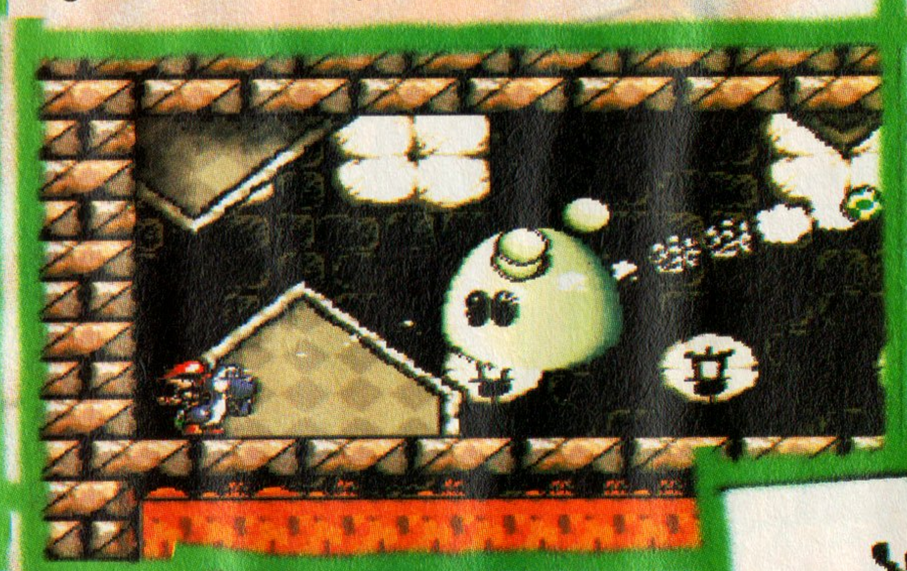
Salvo the slime looks like he's a distant relative of a certain pink marshmallow character that's also very big in Nintendo world. Your job is to pound him with eggs (how unusual). Every egg makes Salvo deflate a little and after five hits he's left with nothing but his balls – eyeballs, you understand.



BIGGER BOO

Boo has appeared in Mario games for some time but he's bigger and badder this time round. As usual, turn your back on him so he comes towards you and fire an egg off the wall. If you are accurate the egg should rebound off the wall and hit him. Remember you can only hit him when your back is turned.



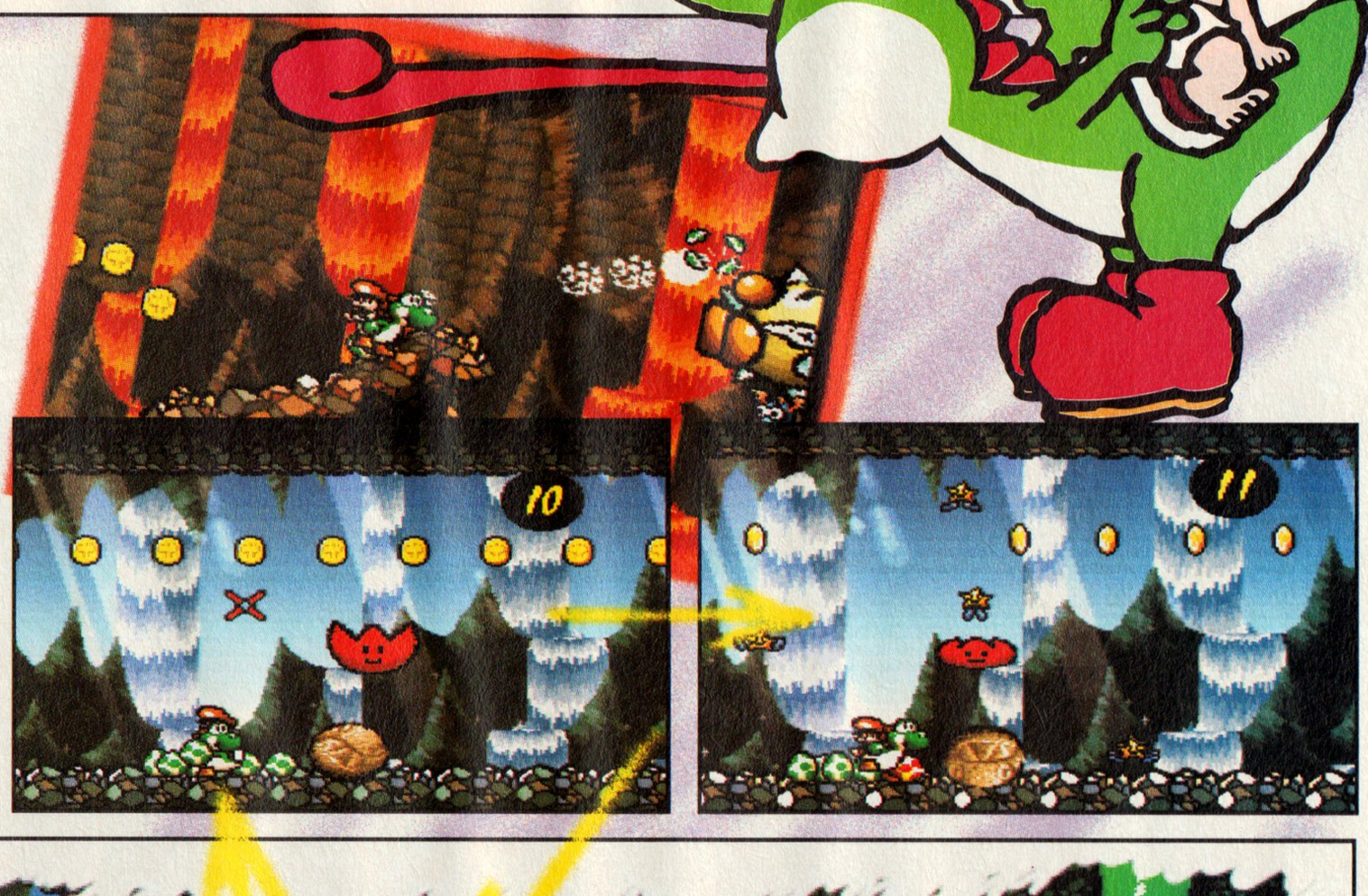


(RIGHT) Yoshi and Mario do a runner from Bigger Boo again!

(LEFT AND BELOW) If you follow the purple arrow down to the box below, you'll see where that the green pipe leads you to a secret level.

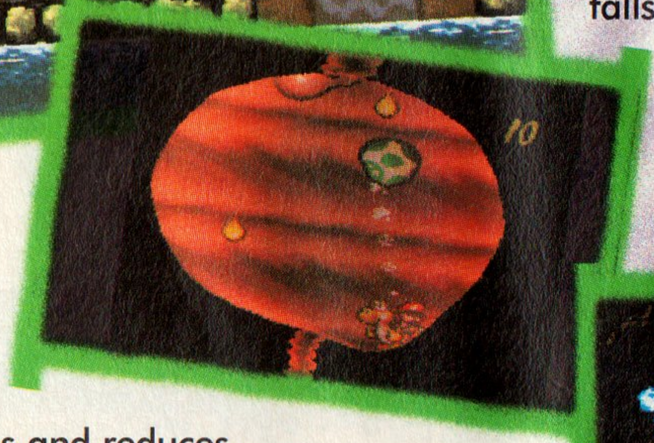
PLAY THE PIPES OF PEACE

As you've come to expect from Mario games, it is always advisable to see if you can enter any of the pipes. In this hidden section there's a large red flower that opens and closes that seems to do nothing. However, if you fire an egg into the top of it, the flower obliges you by throwing out free bonus goodies.



POTTED GHOST

It won't be long before you realise that firing eggs at this boss does nothing. This time you need to push the pot so the boss falls of the ledge. Be careful as occasionally he fires across the screen and tries to knock you off the opposite ledge.

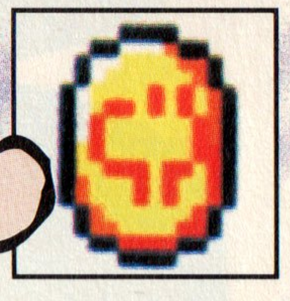


PRINCE FROGGY

This foe reverses the process of enlarging every boss and reduces Yoshi and Mario to the size of a pea. This battle starts after he has swallowed our courageous duo and leaves them in the pit of his stomach. Yoshi has to fire eggs at his larynx five times so eventually he has no alternative but to spit you back out.

NAVAL PIRANHA

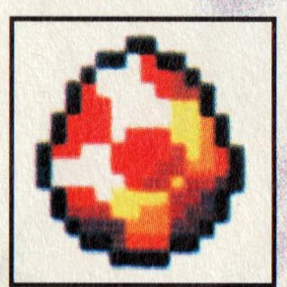
Look carefully at the stalk of this dangerous creature and you should see a small plaster with a cross on it. Fire the eggs away from the boss and aim slightly down so they bounce off the wall and rebound back across the top of the water and you'll give him a severe backache.



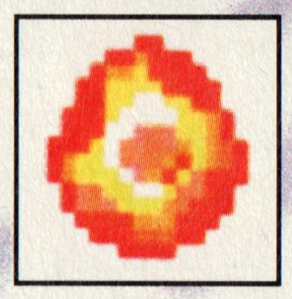
Gold coins
Collect 100 for an extra life.

Red coins
There a 20 hidden red coins .

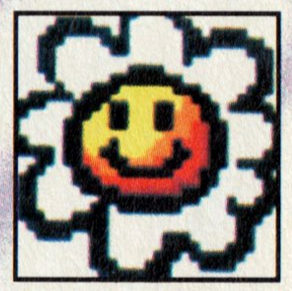
Yellow Egg
Creates coins.



Red Egg
Worth two stars.



Flaming Egg
Creates red coins.



Flowers
Collecting all of them grants extra lives.

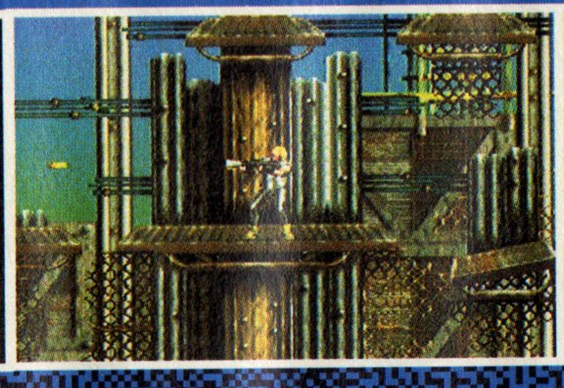
Message
Gives you a clue.

US

The most expensive
is about to flood yo

WATERW

DANGER! VOLATILE



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XORLD™

UNDERCURRENTS.

MEGA DRIVE

GAME BOY

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

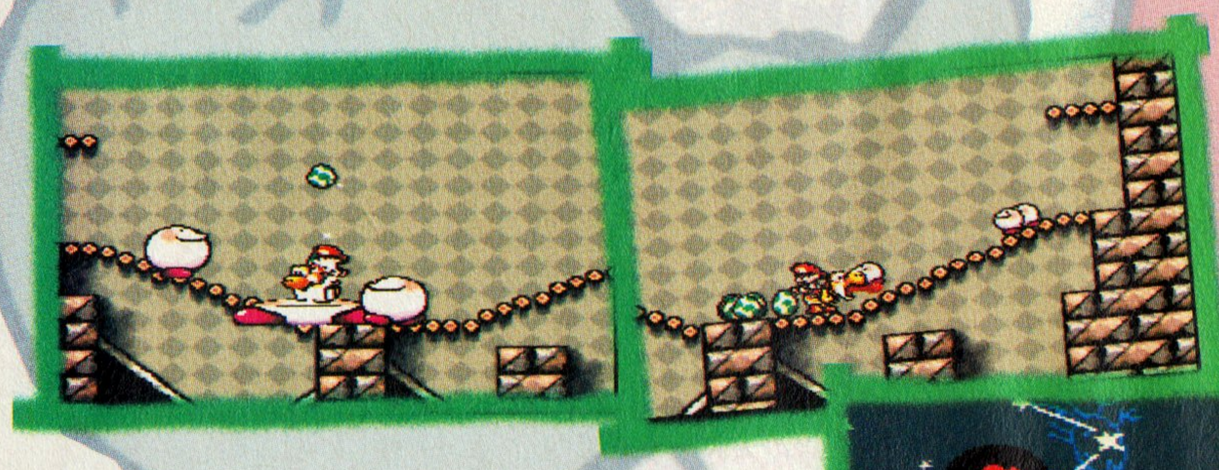
(LEFT) Mario's really coinin' it in this time isn't he.

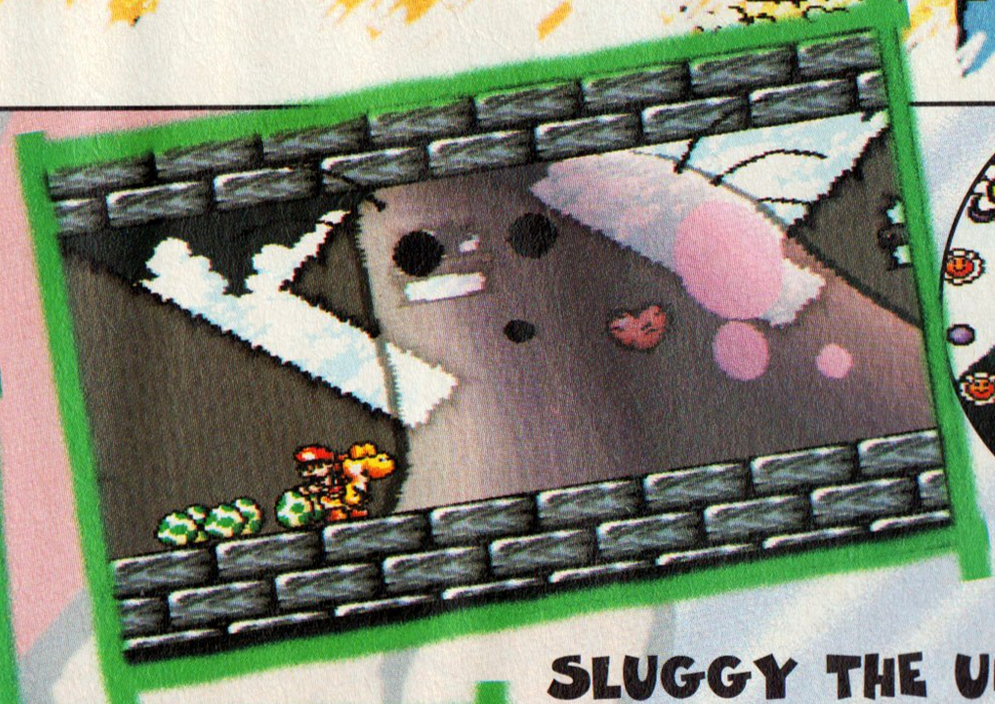
(BELOW) The ball below helps Mario and Yoshi bounce up to reach some seemingly impossible goodies.

BOSSING MACHINE...

MARCHING MILDE

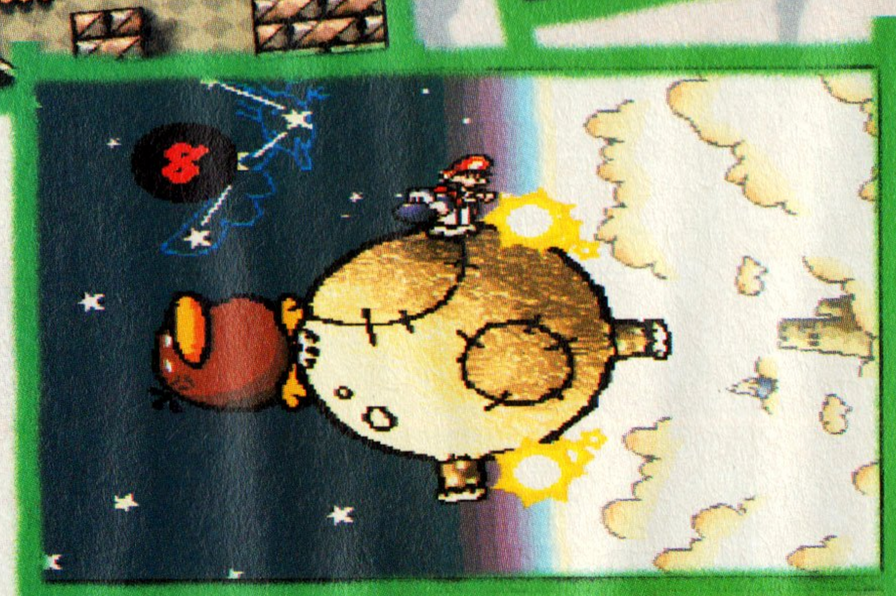
This mini boss starts life as an enormous marshmallow but by jumping up and pounding down on top of him, he begins to split into two and shrinks as he divides. Repeat the process until they are small and you can finish him off by using Yoshi's tongue, eat the remainder and turn them into eggs. Just like following a recipe really.





HOOKBILL THE KOOPA

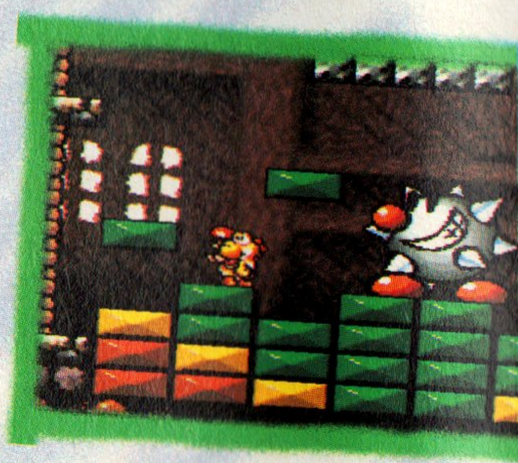
To remove the large Koopa you need to fire eggs at him so he topples over. Once he's gone A over T pound on his stomach. When you run out of eggs, wait until he is walking towards you and jump on his head – this makes him bring up Koopa shells which can be turned into eggs and fired back at him.

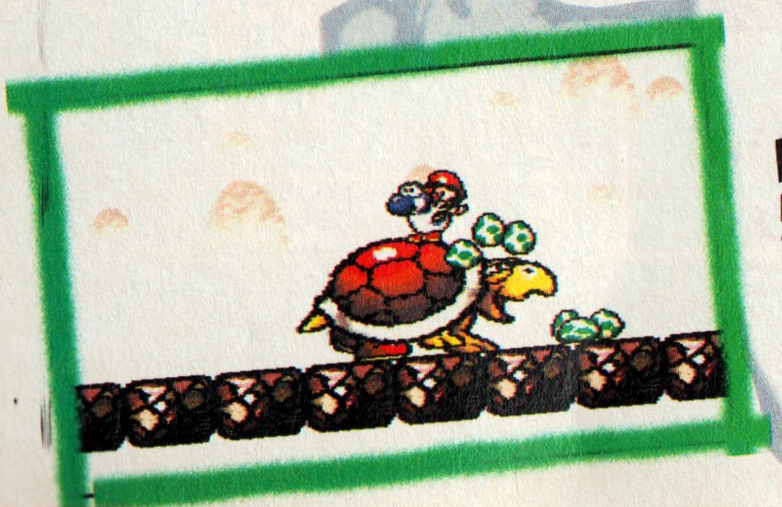


SLUGGY THE UNSHAVEN

Don't let his big red-hearted fool dupe you into thinking he's a lovable guy. Keep firing at his heart as every hit he receives makes his body push inwards until his heart is revealed. Hit his heart and repeat the process a few times to destroy him.

(RIGHT) Another spiky encounter for our adventuring duo to take to task.



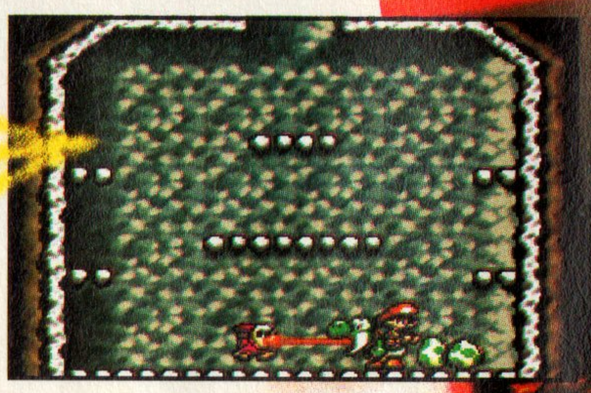


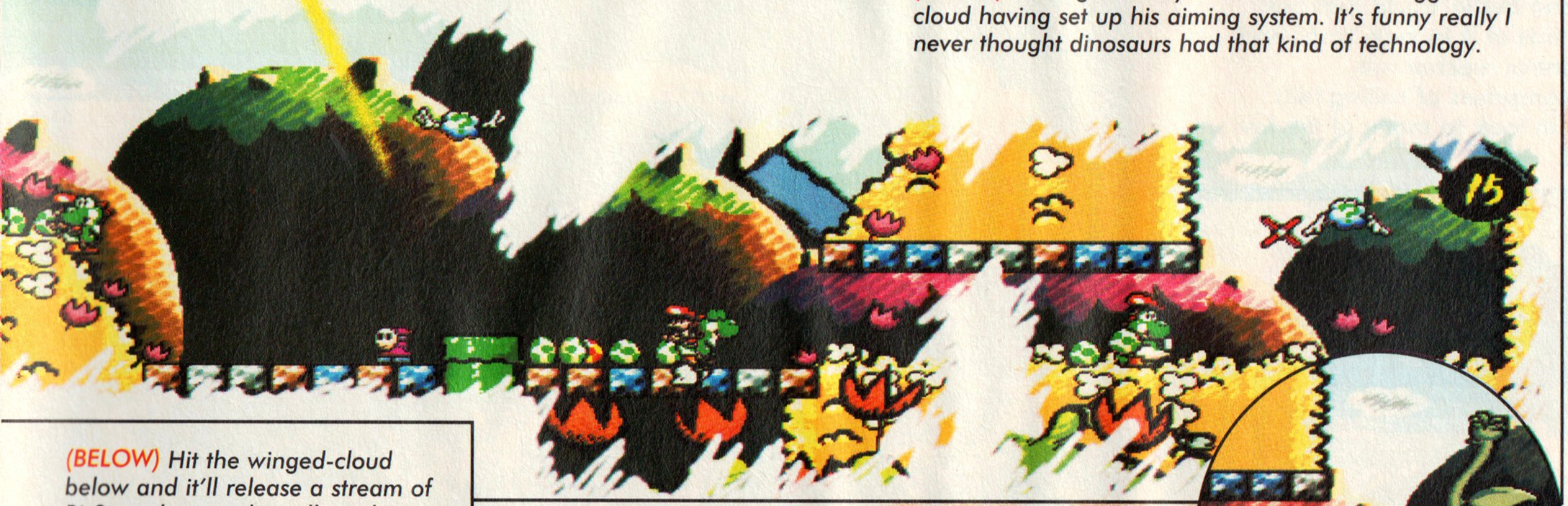
RAPHAEL RAVEN

I'm on the top of the world for this level! There are two stumps that poke out the top of the world and two holes opposite. Every time you jump on one of the stumps it pushes through the other side. Jump on a stump when the raven is on one of the opposite holes to pop him off.

TAP-TAP THE REDNOSE

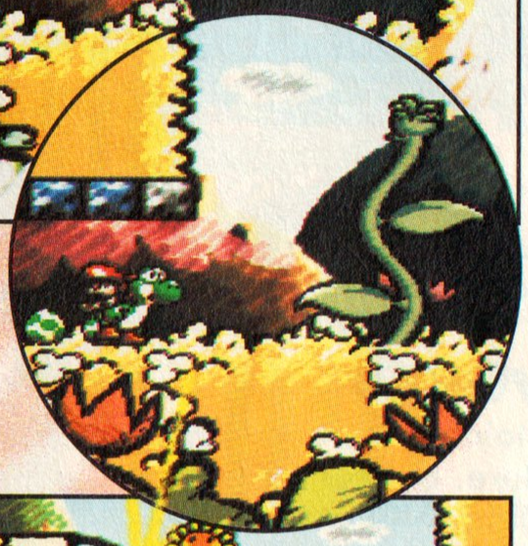
This big spiky metal ball can only be killed by forcing him into the lava. The object of the level is to fire eggs at the coloured blocks to remove them so that eventually he falls through the hole in the bottom.A bit like Breakout really.

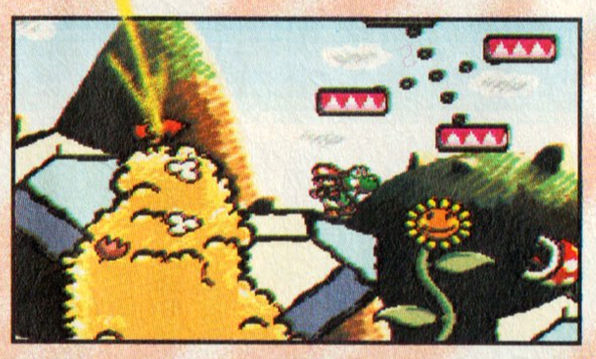




(ABOVE) Yoshi gets ready to shoot one of his eggs at the cloud having set up his aiming system. It's funny really I never thought dinosaurs had that kind of technology.

(BELOW) Hit the winged-cloud below and it'll release a stream of Ri-Stars that can be collected.



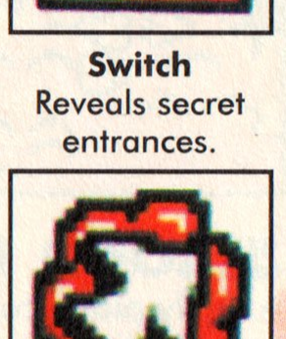


POSTAL DIS-SERVICE!

Don't always be fooled by the direction posts that point you in a particular direction. Occasionally you find that by walking in the opposite direction you may come across bonus items. Another tip is to walk into the small sections that have been cut into the rocks. Walking into these sections may bring up an invisible winged cloud...

EAT MY GOAL!

For every flower that is collected in each level, it is added to the GOAL! ring. When Yoshi passes through the GOAL! ring the roulette wheel spins. If the cursor lands on one of the flowers you get the chance to play the Bonus Challenge...

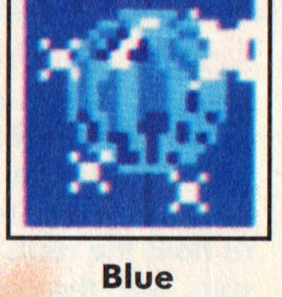


Winged Cloud
Hit with an egg and they change into goodies!

Switch
Reveals secret entrances.

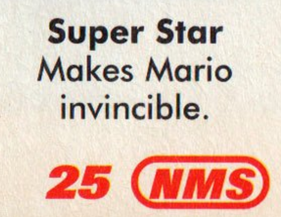
Arrow Cloud
Hit with an egg and it shoots out in that direction.

Green Watermelons
Yoshi spits seeds.



Red Watermelons
Yoshi spits fire.

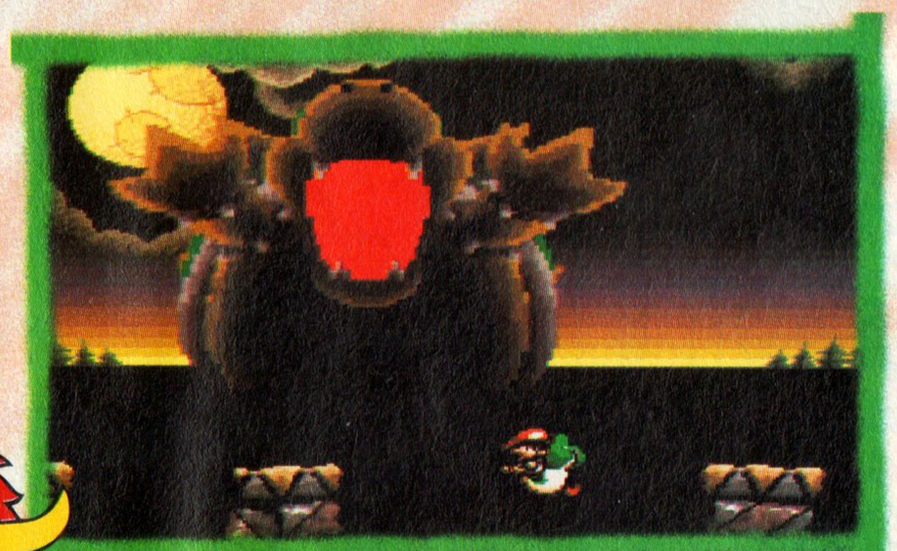
Blue Watermelons
Yoshi spits ice.

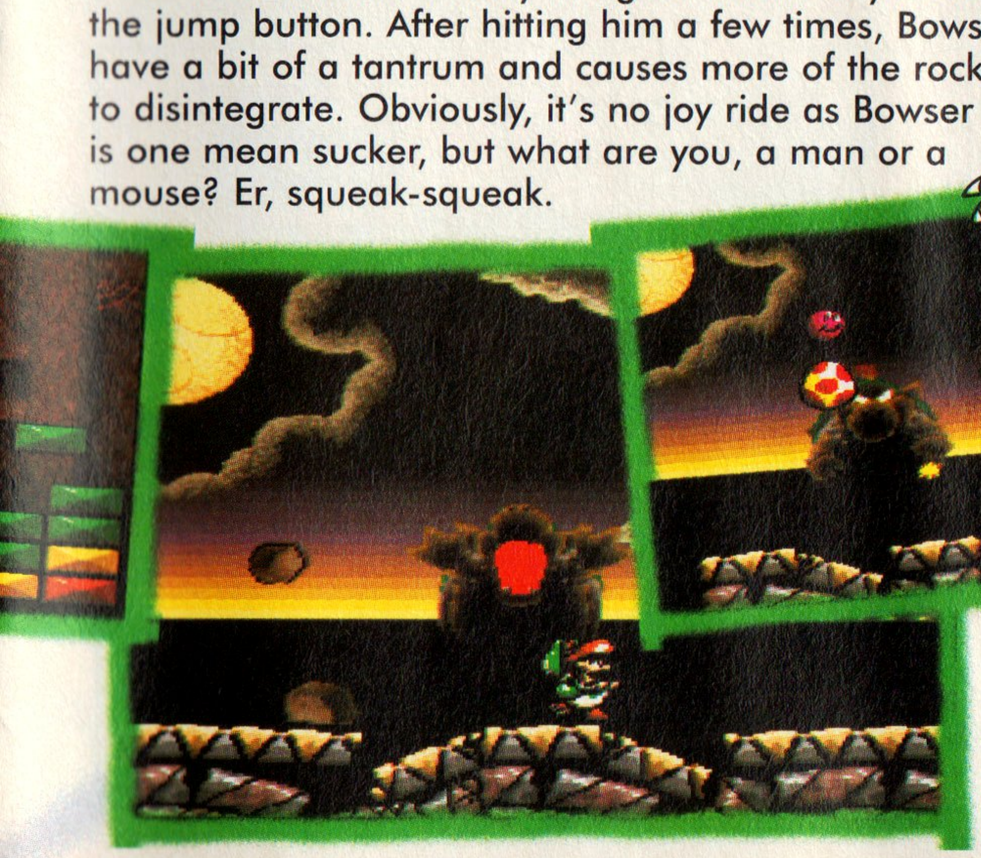


Super Star
Makes Mario invincible.

KING BOWSER

It's time to meet the big lad at the end of your journey – yes, it's good old Bowser! This battle is totally different from any you've seen before. Yoshi has to jump from the platforms catch the egg and fire it away from Bowser who is somewhere in the distance. Bowser meanwhile is busy firing lava balls at you so be ready on the jump button. After hitting him a few times, Bowser starts to have a bit of a tantrum and causes more of the rock platform to disintegrate. Obviously, it's no joy ride as Bowser is one mean sucker, but what are you, a man or a mouse? Er, squeak-squeak.





(LEFT) Big bad Bowser belches yet more lava at our heroes.

BOWSER BAFFLER?

We know it's a slight aside but Bowser's arrival sent us careering down memory lane, back to the days when he was a smaller boss. It's interesting really because Yoshi's Island is set when Mario's a baby, but Bowser's much bigger than when he appeared in Mario All-Stars and Mario World. Ah well, it's not our bother as to why Bowser's got smaller as he's got older.

REVIEW

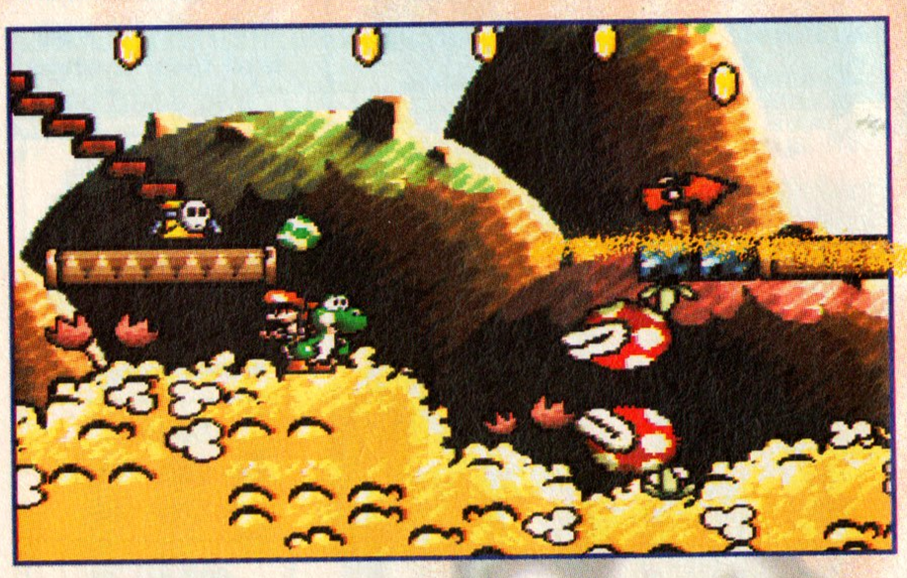
SUPER NINTENDO ENTERTAINMENT SYSTEM

FANTASY ISLAND!

The whole of baby Mario's adventure take place on the exotic island of Yoshi. It's comprised of six continents in total, each comprising of eight arduous levels. Let's just take a little walk on the wild side through the differing world's of Yoshi...

FIRST WORLD

This is the bread and butter world that has loads of tips and hints in it to help Yoshi and Mario learn the control mechanism. Geographically it comprises of rolling hills and is very similar in look to many of the levels in Mario World.

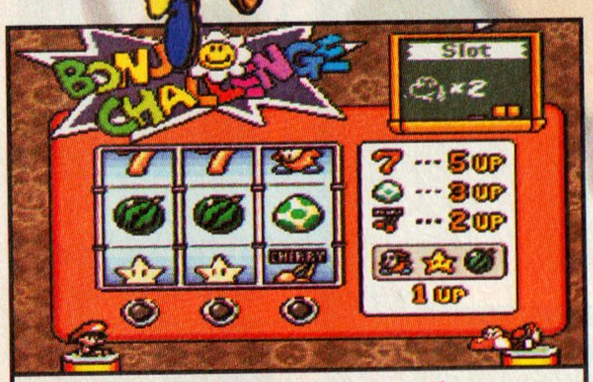


SECOND WORLD

A chilly place containing a creepy castle for Yoshi and Mario to explore. But before they can do this, they'll have to clamber through the cave levels and scale the mountainous alpine terrain that blocks their way.

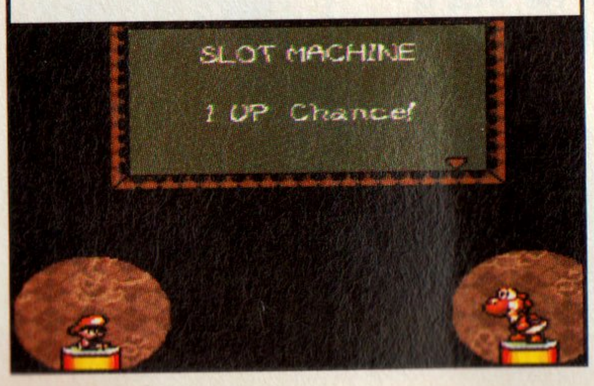
THIRD WORLD

A world for lovers of pure bass and drum because it's totally overrun by jungle. And to make matters worse for our travelling heroes the levels are packed with traps and puzzles.



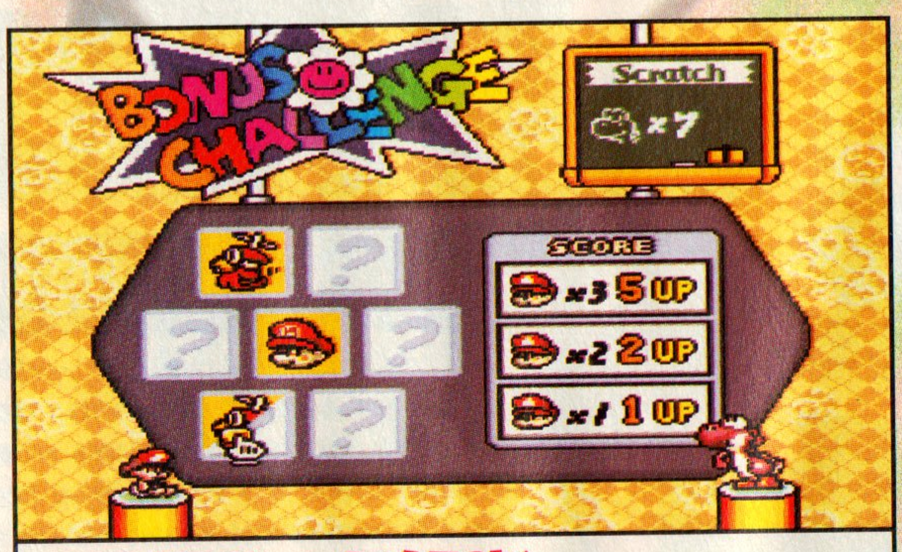
SLOT MACHINE...

Hey, it's a it's a good old-fashioned fruit machine where you press any button to start those reels spinning. You can choose to hold the reels or let them spin, with the correct combination rewarding you with extra lives. Hold yer nudges mate?



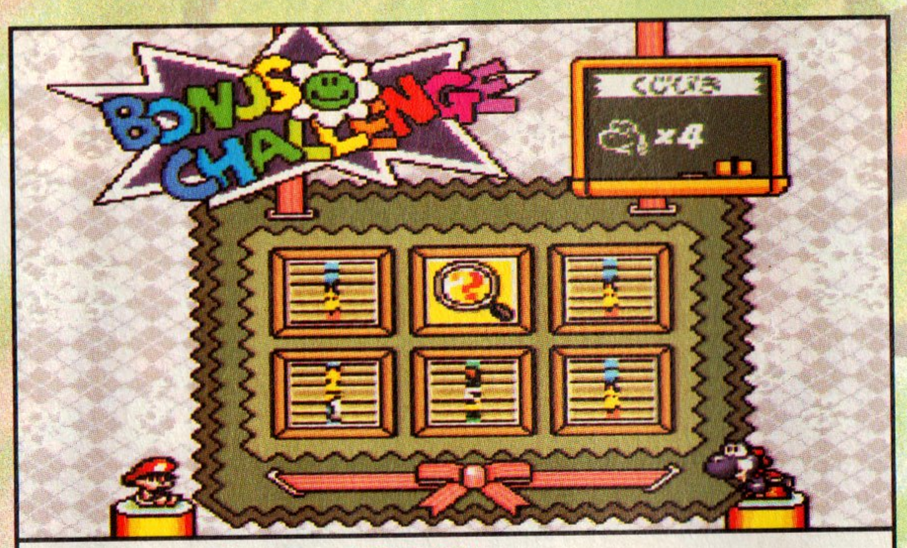
GAME RESERVE!

Yoshi's Island contains absolutely loads of sub-games for you to play - as if there wasn't enough for you to do!



SCRATCH & MATCH!

You know you're not gonna win on the National Lottery scratchcards (well, not unless a 15-foot transparent hand happens to prod you in the ribs) so play Mario's version instead. There are seven boxes and scratching three off the same gets you a prize.



DRAWING LOTS!

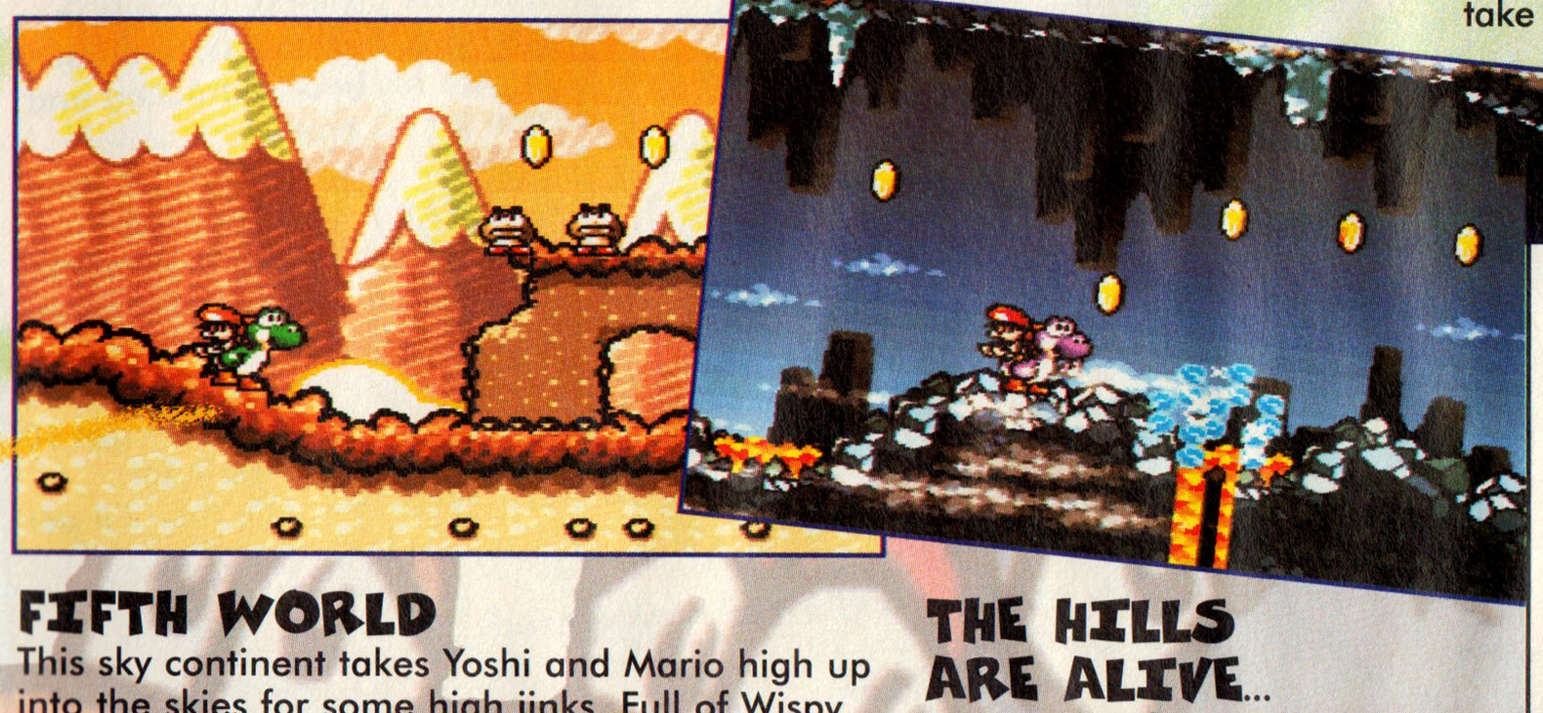
Easy-peasy, just pick up a card and collect whatever prize you're rewarded with. But, for your own sake make sure you don't reveal a card with Kamek's ugly face on it because you get absolutely nothing for that. Not in this game... Lovely couple!

FOURTH WORLD

This bizarre continent is an island just off the Yoshi coast that appears to be made of chocolate of all things. Playwise, there's less sweat involved for Yoshi than the previous two 'hard' worlds and the landscape is slightly less knackering.

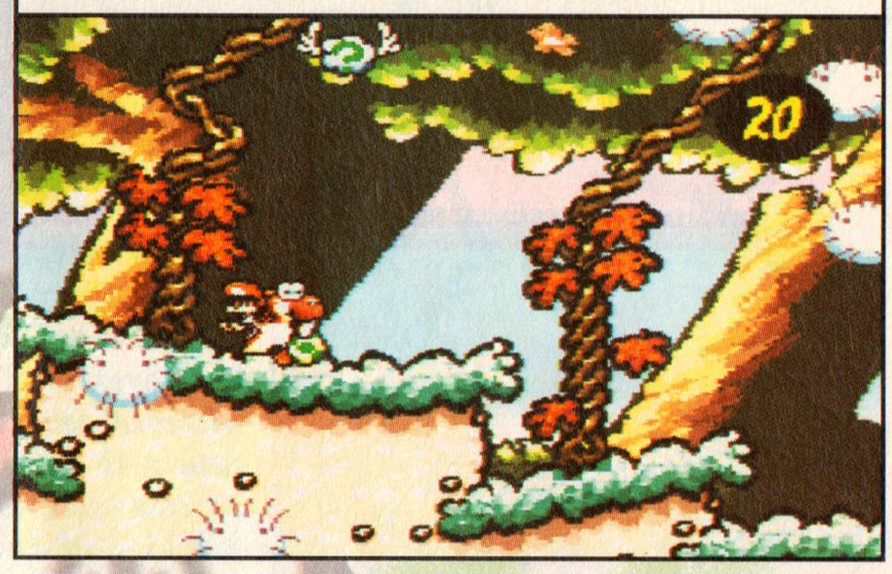
FINAL WORLD

This isn't a pleasant place at all. In fact it's a downright miserable world for our heroes to trek across, but at least they're nearly at journey's end. It's a world full of lava flows and foggy graveyards that leads into a trap-filled castle where they take on Bowser.



PURPLE HAZE!

Yoshi's Island features some really smart spot effects that both reflect the style of game Yoshi's Island is and adds to the general feel too. For example, in the first world there's a section in one of the latter levels where the whole background stretches and contorts in a very psychedelic manner. While it doesn't actually change the structure of play the whole thing looks really effective. Makes you wonder what the game's designers got up to while they were thinking up some of this stuff!

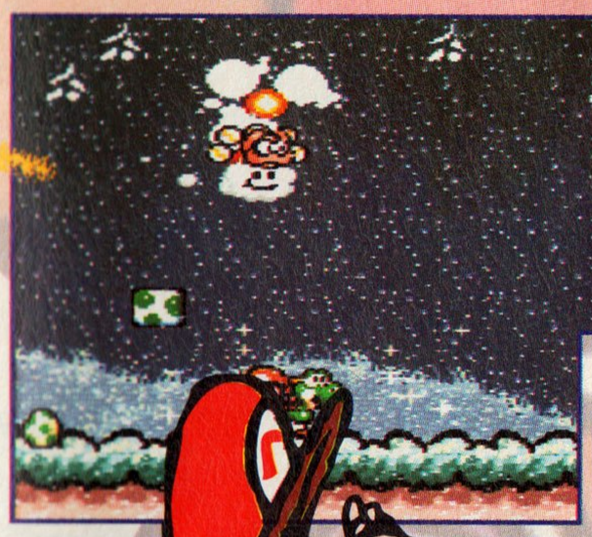


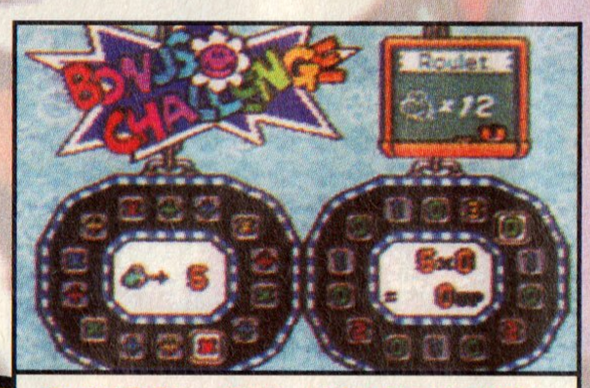
FIFTH WORLD

This sky continent takes Yoshi and Mario high up into the skies for some high jinks. Full of Wispy Cirrus and Alto Cumulus clouds, this world places severe stress on poor Yoshi's flying skills (ah well, it'll build his pecs up). Anyway, Mario'll have to wrap up warm because it's cold and icy at this kind of harsh altitude.

THE HILLS ARE ALIVE...

It's not too often we'll wibble on about in-game music, but in Yoshi's case we felt we had to. It's not that the tunes are some kind of audio breakthrough for the Super NES – in fact, they're decidedly simple – but what they are is addictive and suit the style of the game to a tee. So many times after you've come off your machine you'll be sitting somewhere, like the toilet, humming the theme tune until it drives you to distraction.





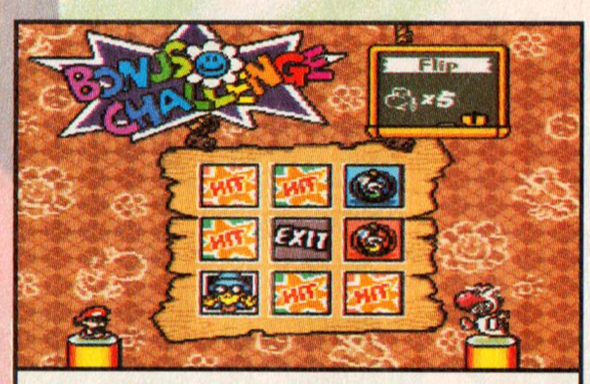
WHEEL OF FORTUNE!

Yes, it's the Wheel of Fortune with Nicky Campbell! Oh joy, does that mean we get the toothy Carol Smiley too? Well, no it doesn't, but you do get the opportunity to place bets on a roulette wheel thing. Once that's been done you press the A button to spin the roulette wheel and sweat in the vain hope that you'll win those valuable extra lives.

(BELOW) It's a game-show hosts dream. Watch out Tarby could be around the very next corner!

MATCH CARDS!

A good memory is needed for this challenge. You flip the cards in pairs and memorise their locations, then reveal two of the same to collect the item. Be careful as you're only allowed to get it wrong a couple of times.

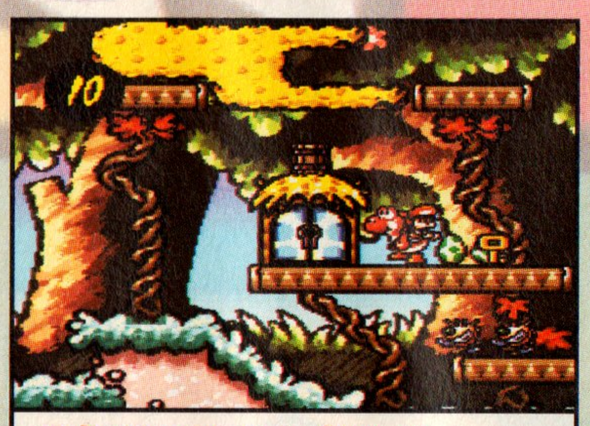


FLIP CARDS!

This time you get the chance to collect special items to help you on your journey. Most sincerely folks, there's seven prizes and a picture of Kamek. If you uncover Kamek you lose, but a player with guts can clean up. Blimey, when do I get me very own weekly gameshow to host!

INFLATION RATE...

This little frolic starts with a Bandit throwing a slightly inflated balloon at you. Your task is to repeat pad depressions in the correct order. Everytime you repeat a sequence in the correct order the balloon inflates a little. Four or so times later the balloon explodes and you win a star prize.



BANDIT'S AT 3 O'CLOCK...

Whenever you come across a locked door it's worth exploring the area because somewhere close by there'll be a hidden key. Many of these secret locations reveal prizes, but some contain mini-games versus an annoying little oik called Bandit.

THREE COINS IN THE MOUNTAIN?

With only a small amount of time, you have to out-think and outwit Bandit and grab the falling coins before him. The winner is the person that has the most coins when the time runs out so look sharpish.

I SPIT ON YOUR SAVE...

Grab your watermelon and start spitting! The object of this battle is to knock Bandit's damage meter to zero before he does the same to you. Either way it's a pretty disgusting habit and if your mum finds out what you've been doing you'll need your own Yoshi to escape on!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

WOULD SIR LIKE TO SEE THE MENU?

Ah, 'tis nice to ponder over the menu before indulging in the gaming feast that awaits. All you've to do is move the 'white glove' icon to the relevant square and...

BOSS HOGG!

Level bosses appear twice in all of the six continents of Yoshi's Isle. A kind of sub-boss appears on the fourth level of every world and a huge hulk of a boss turns up, as you'd expect, on the very last level. And just like the 'normal' levels you can return to fight them whenever you wish. If you really like the idea of death, that is.

GREAT YOSHI GIVEAWAY!

Umm, what can this be? Oh no, not another of our postie busting compos. Quick, fetch the physio...

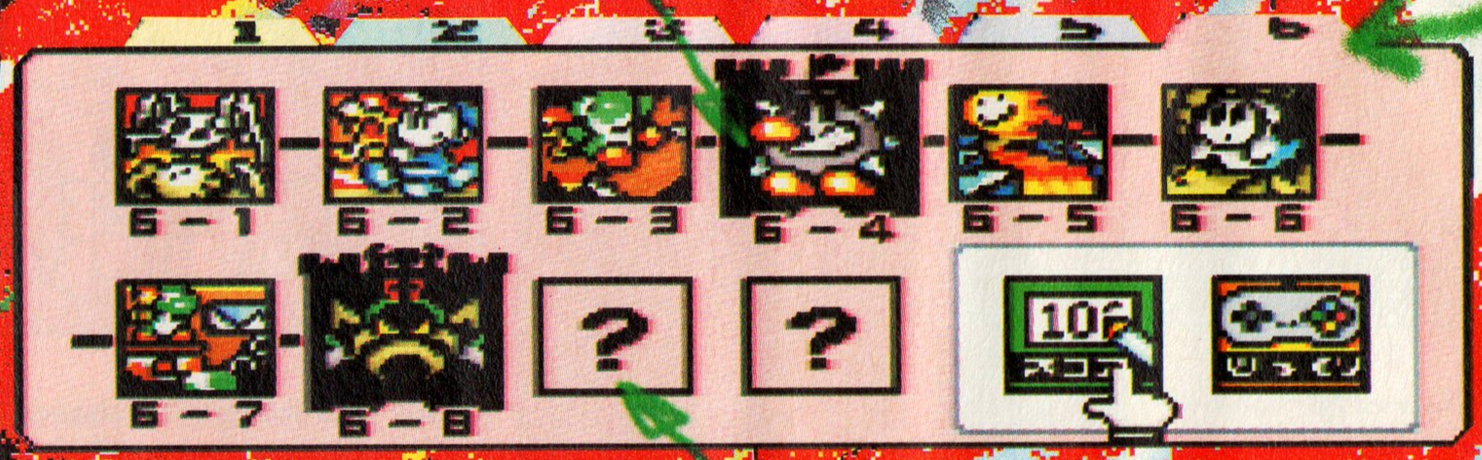
Honestly, the dirty looks we get from the postman up here in the NMS tree-house. Everytime we have the slightest whiff of a competition the poor sod ends up with his back in traction and we don't see sight nor sound of him for six months.
Well, there's no prizes for guessing what you might win if you enter this compo. But then it's probably our own fault for putting that dirty great title at the top of the page which practically yells at you that we're giving copies of Yoshi's Island away. That's right, the world's favourite dinosaur can be yours to keep for ever and ever if you can answer the following question. And this time because we're feeling vindictive and we've only got 10 copies in total to give away, the question's gonna be a bit tougher than our usual 'if I bother to read the page then I'll get the answer' type quessies.

In which game did Yoshi first appear?
a. Mario Kart
b. Mario All-Stars
c. Mario World

•And to complete your task, tell us in no more than 14 words if you were a Yoshi what colour would you be and why?
•Now send your answer and tie-breaker to OH YOSH YOU WILL BE MINE! NMS, EMAP Images, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

NINTENDO FILING SYSTEM...

To change which world you romp around in all you have to do is click on the relevant file and away you go. I wish our filing system was that easy. In fact, I wish we had a filing system!

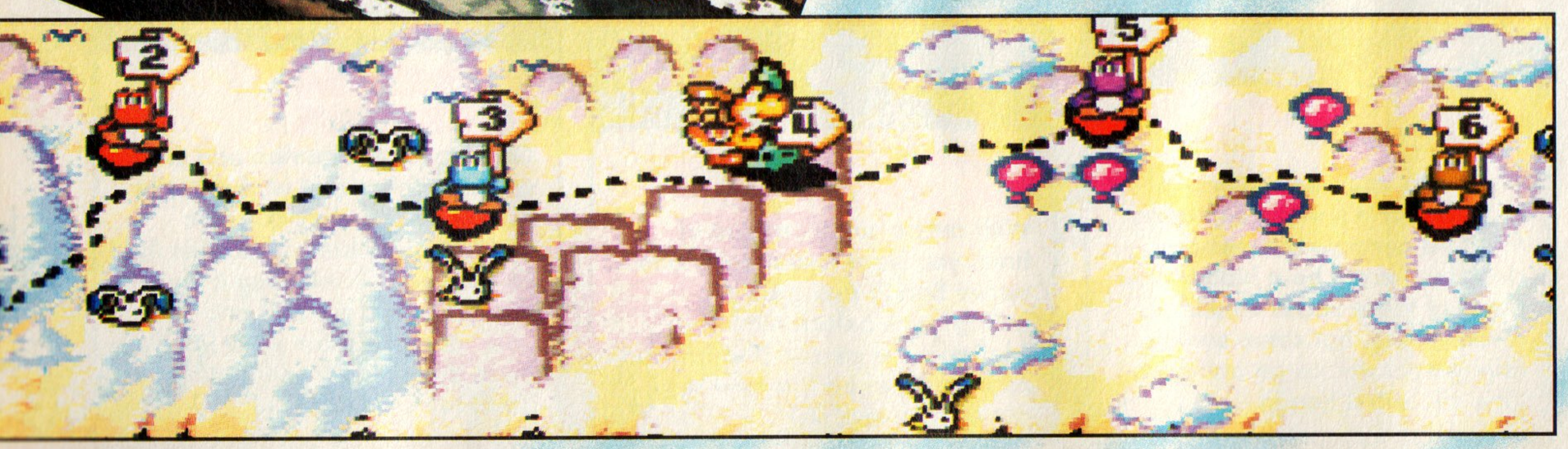


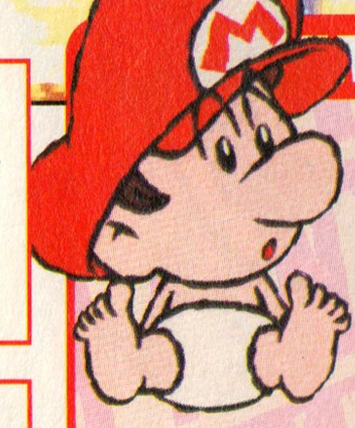
YOU'RE A MARKED QUESTION!

The question marks in your little filing system aren't just there for fun, they do have a purpose. After you've completed certain aspects of the game the question marks will change into sweet little icons which give you a rather pleasant surprise.

STAGE IS A COMIN' OH YEAH!

Just click on whichever of the eight levels you wish to play and away you go. Once you've completed a level in full it's displayed in colour, but it doesn't mean you can't return there as many times as you wish, so you can play your faves until your pad finger dries up, withers and finally falls off the end of your hand.





SHAUN MENT

There's always so much hype surrounding a new Mario platform game that it can become a little daunting. There's always such a worryingly long wait between games that when there is a release, everyone goes crazy for it and this time there's more reason than ever before because Yoshi's Island is the most complete platform game there is. The bosses are bigger and badder than ever before and the graphics, although looking slightly childish at first, are incredible and really set the tone for what is undoubtedly the best game to hit the Super NES. With the world waiting with baited breath for the NU64, Yoshi proves that while some may think it's time for the Super NES to unplug itself from the back of the telly, that day hasn't quite arrived yet.

Protect your worm from the evil pussy.

He's back, and this time he's brought Elvis.

SUPER NINTENDO ENTERTAINMENT SYSTEM

EARTHWORM JIM 2

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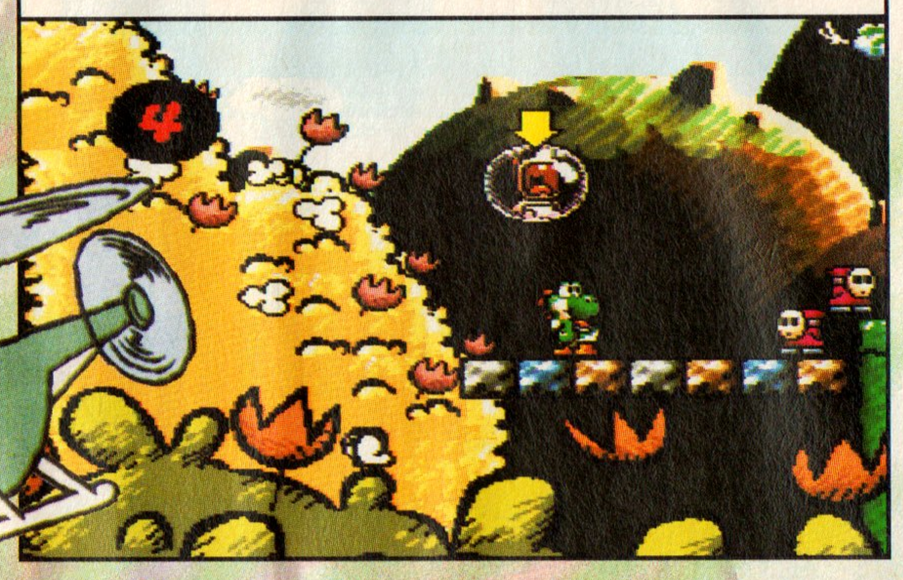
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

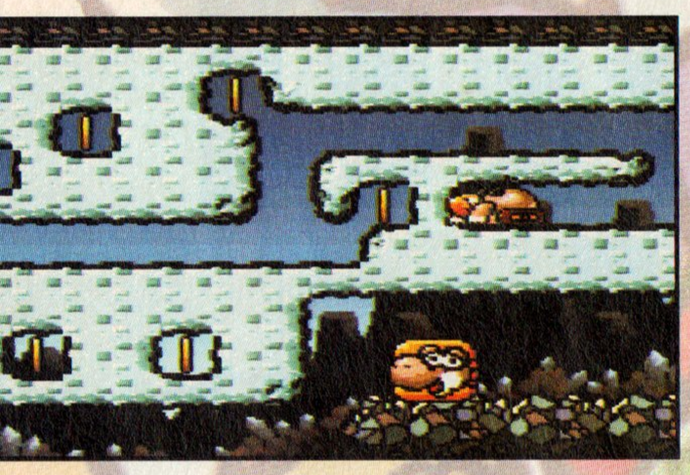
BOY IN A BUBBLE!

There's all hell to pay if poor baby Mario gets separated from his faithful Yoshi. Oh yes, if one of the game's nasties hits Yoshi then Mario floats off in a bubble. In the same instance a timer starts to count down and Yoshi has to reunite himself with the screaming kiddy before the timer hits zero and Kamek's evil toadies herald the end of another game.



TRAINS, PLANES AND AUTOMOBILES...

Just like Kafka's metamorphosis (well, nothing like it really, but you know how it is when we try to be smart) Yoshi can morph into some interesting and extremely helpful modes of transport which assist you in your trek across the island. All our molecularly-altered dino has to do is reach up to one of the special bubbles and he turns into the said vehicle for a very limited amount of time.

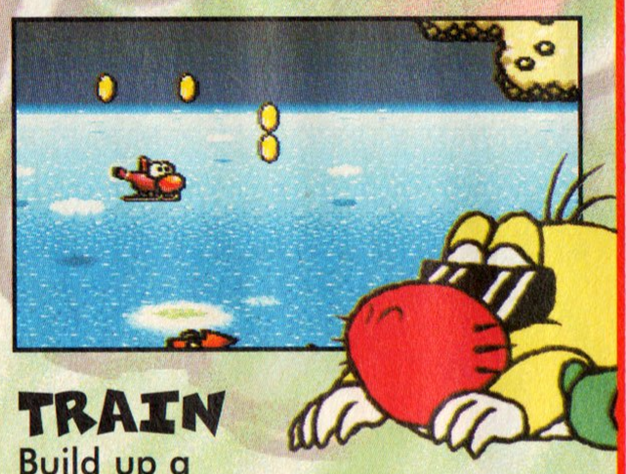


MOLE TANK

Doesn't take too much brainpower to work out that this sunglass-sporting half-tracked version of Yoshi is very helpful in the digging department when on the hunt for extra coins and the like.

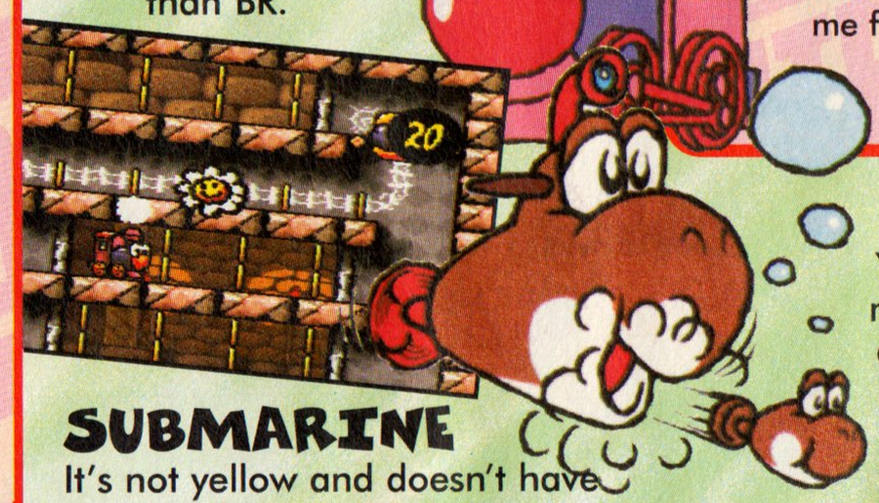
HELICOPTER

In the first world in Yoshi's Island our favourite dino transforms into a whirlybird 'copter so that he can fly to sections of the level previously unreachable on foot. Oh yes, a couple of minutes as Airwolf and the coins come rolling in straight away.



TRAIN

Build up a head of steam using the Y or B buttons as Yoshi chuffs his way around a chalk track in search of goodies. Let's hope he keeps better time than BR.

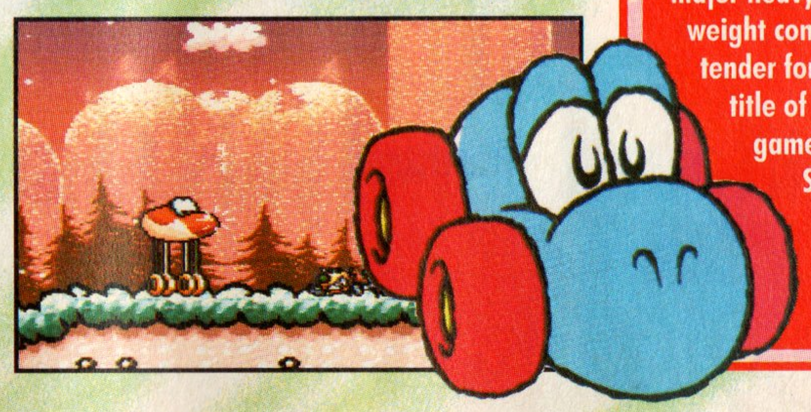


SUBMARINE

It's not yellow and doesn't have any Beatles in it, but it does have a strangely shaped mini-Yoshi torpedo that you can launch into all manner of nasties while you collect all those super goodies!

VEHICLE

Yoshi takes on the mantle of your average family saloon car as he wheel-spins around. Should any of those nasty Koopa troopers get in the way then he'll lift up onto two wheels and bounce on their bonces. Try doing that in a 1977 purple Austin Allegro!

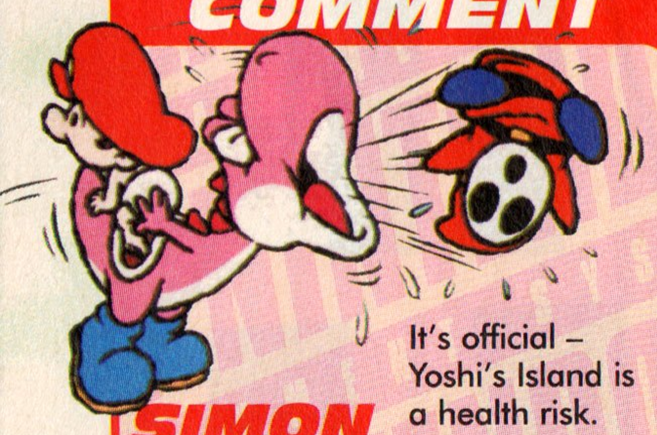


COMMENT

DAVE

What's that? A Comment about Yoshi's Island? You want ME to write a Comment about Yoshi's Island? Sorry, no can do, mate – I'm far too busy trying to guide Yoshi and Mario through this brilliant, brilliant, *brilliant* game. Indeed, there won't be any rest for me (or work from me, for that matter) until I've done it – which could take ages, because this isn't just the best Mario game ever, it's also the toughest. I tell you, some of those Super FX-ed baddies may look smart, but they're a real pain in the neck to defeat. And oh blimey, even when Bowser finally does bite the big one, there's still all those secret levels and bonus rooms to hunt down. So don't bother me for a Comment, all right? Go and hassle Pete or Chris...

COMMENT



SIMON

It's official – Yoshi's Island is a health risk. Forget meeting your mates or going for a game of footy 'cos you're going to be totally obsessed by this pinnacle of Super NES gaming. Yoshi's Island is the most complete piece of Nintendo gaming I've seen. It's fluid, original, full to the brim with gameplay and cute at the same time. Don't be put off by the slightly immature-looking graphics either, because after about a minute's play they feel like the most natural environment to game in you've ever seen. In all honesty, Yoshi's Island is about the best game I've ever had the pleasure to play and one of the most enjoyable across all platforms. Anyone who doesn't get their mitts on this game needs their head looking at. As Mario is my witness Yoshi is pure class.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ Beautifully stylised and brilliantly effective to boot.

97

SOUND

▲ Ridiculously addictive and totally right for the kind of game Yoshi is.

95

PLAYABILITY

▲ Possibly the most playable game of its kind.

97

LASTABILITY

▲ It's a hoooge world full of loAds of hidden secrets.

97

OVERALL

Sheer brilliance. A major heavyweight contender for the title of best game of all time on the Super NES! Honestly.

97

LETHAL WEAPONS

4 NEW TITLES TO TRY YOUR HANDS AT

To many people Pinball represents true arcade fun, where the need for speed is addictive and quick hand to eye co-ordination essential. Pinball Mania brings the whole pinball experience to life in the palm of your hand. Flashing lights, bouncing atmospheric soundtracks and rapid 8-way scrolling keep your eyes firmly fixed on the ball, and your fingers burning the buttons. Choose from four exciting tables and discover those hidden bonuses, ball traps, and 1,000,000 point skill shots with multi-flipper play. Have a ball with the KICK OFF table or play TARANTULA to put some bite back into your handheld fun. Bored of being locked up with the same old cartridges, then initiate a JAILBREAK. Alternatively hit the JACKPOT and take a gamble on this game ... you're sure to find it a winner.

DUEL IN THE DESERT WHEREVER YOU GO! Now you can take the fury of modern armoured combat with you wherever you go – SUPER BATTLETANK™ roars onto the Gameboy®! Take control of the fearsome M1A1 battletank and power over the dunes to wreak havoc on the enemy! All of the M1's lethal armaments are at your command – smoke screens, the 7.62mm machine gun, and the mighty 120mm main cannon! Realistic missions and manoeuvres put you in the thick of the dangers of modern armoured warfare!

- The newest in the best-selling SUPER BATTLE TANK series!
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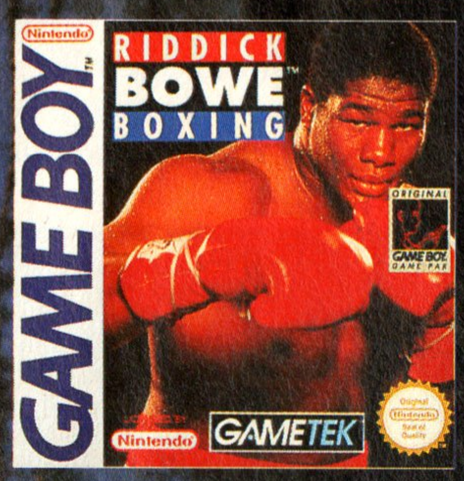
- Battle dangerous hordes of sophisticated Soviet-made weaponry!



TAKE A SWING AT THE CHAMP! He's king of the ring and wears two championship belts. Every heavyweight in contention wants a piece of Riddick Bowe ... but big daddy wants to *rumble* with you!

STEP INTO THE RING ... WITH THE HEAVYWEIGHT KING! • Career Mode – lets you create – and save your own fighter • 25 ranked fighters and 65 different boxers in all – each with his own personality and fight style • Fighters age realistically throughout their careers • Cool blow-by-blow sound effects • Extensive punch selections • Individual round and career stats • The only side-by-side boxing game for the Game Boy.

STAR TREK® GENERATIONS BEYOND THE NEXUS™ **TRAVEL INTO THE FINAL FRONTIER!** Re-live the ultimate STAR TREK Adventure on your Nintendo Game Boy®! Based on the new **STAR TREK® GENERATIONS** movie from Paramount Pictures. **BEYOND THE NEXUS™** puts ***you*** in the middle of the most crucial mission of the U.S.S. Enterprise™!

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It's an incredible adventure in the 24th century!

- Encounter Klingon and Romulan starships in simulated 3-D Space!
- Based on Paramount Pictures' seventh STAR TREK motion picture!

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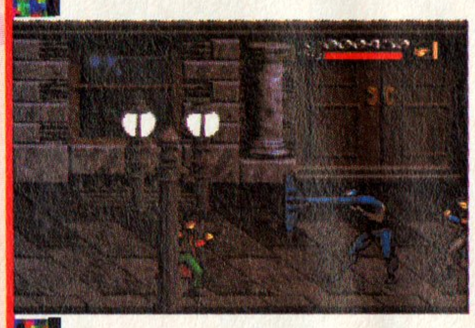
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SEPARATION ANXIETY

It's funny, isn't it? Most people would sacrifice almost anything to be blessed with superheroic powers. But once the dream becomes reality you're just beset with headache after flippin' supercharged headache. Take Acclaim's Separation Anxiety, for example...

Being a superhero is no easy task. There you are, sitting in a diner with some sweet girly, just about to sink your teeth into a nice juicy steak, when the old 'Spidey Sense' starts tingling. What do you do? Ignore it, carry on with said romantic encounter and tuck into the steak? Or answer the urgent call to action? You know the answer already – morally you're obliged to do your super-duty even if you'd rather pursue sport of another variety. So of you trot, another greasy doggy bag tucked into your nice tight latex suit and another stab at a normal life screwed up in life's bin. And all this before you've even changed into your web-slinging suit which has been lying next to your dirty footy kit for well over a week. And what now? The joy of fighting some deranged social misfit who's been pickled in radio-active acid for months and who's covered in deadly attach-ments. Yes, Spidey, Swiss Army Knife Man is out for your web, but who isn't...?



SPIN YOU A YARN!

The convoluted and sometimes confusing world of Peter Parker threads itself ever further into screwiness in this, his latest adventure. Spidey has never really had much of a soft spot for Venom, but when he finds him prostrate in an alleyway he decides to help out. Well, what would *you* do if five rampaging symbiotic spawn threatened the future of your planet? Yeah, we know – nothing. But you have to imagine you've got super-powers, you see...

THE SPINNERS?

No, this isn't a little monologue delving into the obscure hits of this once popular 70s' folk-combo, it's just a bit of a comparison between the two web-slingers. In layman's terms, Venom's big and muscley, produces blue gunky web-like stuff and can climb walls - oh, and he's got a tongue about a foot and a half long. Why? Who knows, but we've heard he's very popular. Spidey, on the other hand, is much more agile and sure-footed, but lacks Venom's brute strength. But at least he sprays real web, rather than Venom's viscular blue muck.

CART SPEC

- BY: ACCLAIM
- PRICE: £44.99
- RELEASE: DECEMBER
- GAME TYPE: BEAT-'EM-UP
- CART SIZE: 24 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: No
- OPTIONS: Spiderman/Venom

GAME INFO

- GAME ORIGIN: Spin-off from the Spiderman comics
- GAME DIFFICULTY: Infuriating
- SCORE TO BEAT: Get anywhere!
- ALTERNATIVES: Final Fight, Spawn

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Web Swing

A — Web Sling/Shield

B — Jump/Climb

Y — Punch

L/R — L: No Function; R: No Function

S — Start: Starts/pauses; Select: No function

GAME CREDITS

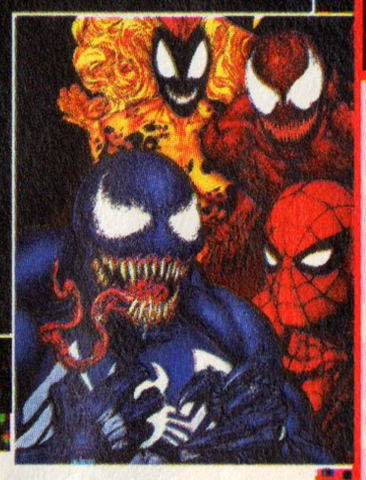
- DEVELOPED BY: SOFTWARE CREATIONS
- DISTRIBUTED BY: ACCLAIM
- MADE IN: UK
- ARTWORK: © MARVEL COMICS

COMMENT

Separation Anxiety is nothing spectacular to look at or to play. Yes, it does look very Marvel-esque, but there's still something lacking. There aren't too many grumbles in the fighting moves department either; pulling off the majority of them is pretty simple stuff and quite intuitive. However, the big problem is that, whether you're in one- or two-player mode, it's just too difficult to get anywhere. It's not that there's anything particularly tricky about beating your foes, it's just that there's too many of them which leaves you frustrated. A continue might have helped, but as it is this is a game that'll end up gathering dust under your bed rather than spending months in your Super NES.

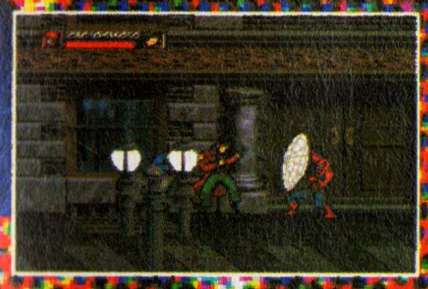
SIMON

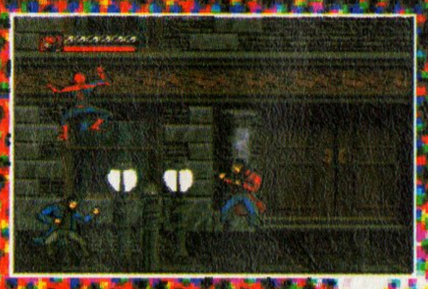
SEPARATION ANXIETY

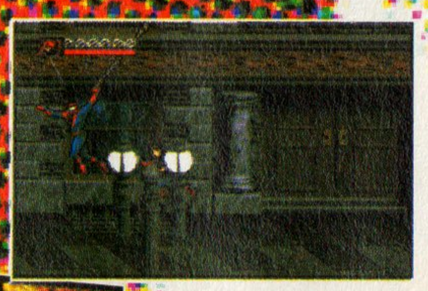


REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

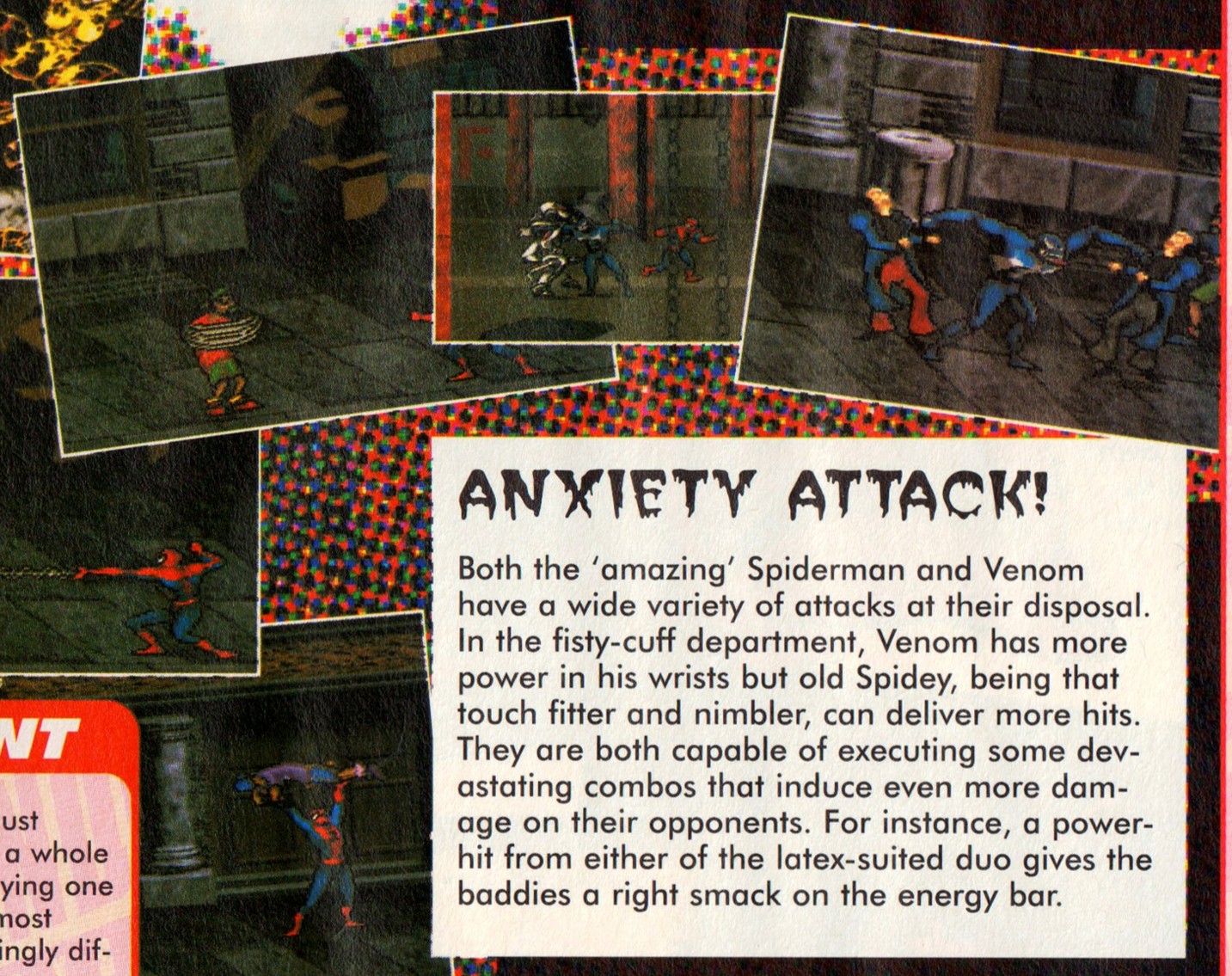






SCROLL ME OVER AND DO IT AGAIN!

Like Spawn, Acclaim's other Marvel tie-in release featured this issue, Separation Anxiety is a left-to-right scrolling beat-'em-up. As you progress through the levels the basic idea is to knock the stuffing out of anyone who gets in your way, and in Separation Anxiety's case there are hordes of the devils to punch and kick your way through.



ANXIETY ATTACK!

Both the 'amazing' Spiderman and Venom have a wide variety of attacks at their disposal. In the fisty-cuff department, Venom has more power in his wrists but old Spidey, being that touch fitter and nimbler, can deliver more hits. They are both capable of executing some devastating combos that induce even more damage on their opponents. For instance, a power-hit from either of the latex-suited duo gives the baddies a right smack on the energy bar.

COMMENT

I have just wasted a whole day playing one of the most infuriatingly difficult games ever devised by man – and it's name is Separation Anxiety. Now I'm not saying that games ought to be so easy that you can complete them in one sitting, but this is plain ridiculous. Okay, so you may think yourself a hardened gamehead capable of tackling even the toughest challenge, but Separation Anxiety isn't tough, just unfair. Unless your idea of fun is wrestling with the joypad in yet another futile attempt to get off Level One, the veins on your temples exploding with anger and frustration, then my advice is to stay well away from this one.

DAVE

CAST ONE, PEARL ONE...

Get in the right position with two bad types between you, sling your web and you can pull off a bit of a cool move. Basically, shoot two strands of the webby-stuff and you'll pull the two hoods together with a hell of a clout from which they'll never recover. Not only is it devilishly effective, but it's just like playing conkers.

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 79

▲ Keeps to the Marvel theme well.

▼ A little rough at times.

SOUND — 75

▲ Adequate.

PLAYABILITY — 60

▼ Ruined by the sheer volume of opponents. It could have been so good!

LASTABILITY — 62

▼ Boredom will set in shortly after riga mortis.

OVERALL — 70

You're gonna have to be a real devotee of Spidey or this game style to really get your teeth into this one.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

AAAHH!!! REAL MONSTERS

What's that? You've never heard of the TV sensation that is AAAHH!!! Real Monsters? That's probably because you don't have satellite/cable or get up ridiculously early on Sunday mornings. But that's probably because you're very sensible, so we'll forgive you.

With so much trouble in the world these days, games designers are being forced to come up with new ideas for making games enjoyable that don't rely on excessive gore and violence. And perhaps that's why, in Viacom's AAAHH!!! Real Monsters, the comic heroes go around scaring the wits out of their enemies rather than killing them. We also use this technique to rid the office of unwanted people by showing them a photo of Shaun, but that's another story.

MONSTER RAVING LOONY!

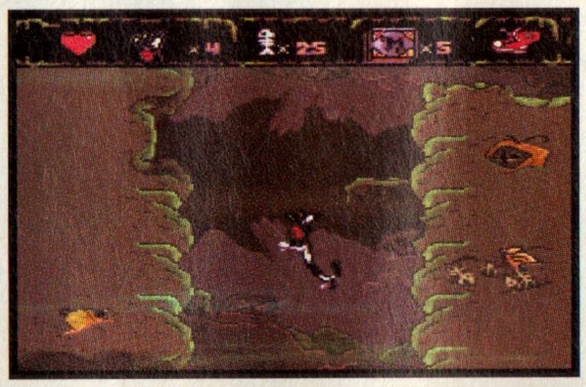
AAAHH!!! Real Monsters boasts a unique control system that allows you to switch between the three monsters at any given time. It's essential that you do this as each monster has its own individual strengths and you'll need to use them all to make progress: Krumm can use his detachable eyeballs to search for hidden rooms; Ickis can jump twice as far as the other two; and Oblina can help the others climb cliff faces and other hard to reach platforms.

DO THE MONSTER MASH!

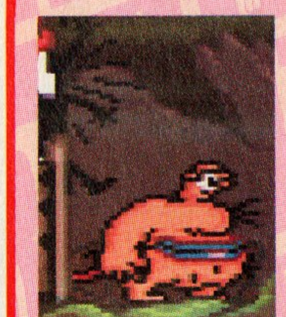
AAAHH!!! Real Monsters follows the fortunes of three rookie monsters, Krumm, Ickis and Oblina, who attend the elite Monster Academy. It's end-of-term exam time, so the spooksome trio have to make their way from the city dump to the Post Office to the Natural History Museum, scaring the living daylights of everyone they meet along the way. Although this is fun enough in itself, the gang's ultimate aim is to retrieve a set of special objects, each of which is guarded by a big baddy at the end of every platform-y level.

MONSTER MUNCH!

There are lots of items to collect which wil aid you as you work your way through each level. You'll have to keep an eye out for buttons and switches that redirect the gameplay by opening up new passageways. You'll also come across pneumatic tubes, conveyer belts and trampolines, all of which will help the monsters on their travels.



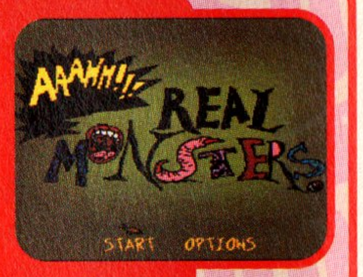
COMMENT



SHAUN

AAAHH!!! Real Monsters starts out as a really fun game. It's hilarious to watch the monsters scaring the crap out of every creature that dares go near them, but after a while that novelty wears off. You tend to forget that you have to scare the monsters and end up just jumping on their heads in instinctive platform fashion. Also working out which monster you need for each particular circumstance rapidly gets on your nerves. AAAHH!!! Real Monsters is bright and colourful and the control is good, but I would only really recommend this to dedicated fans of the cartoon.

RATINGS



- BY: VIACOM
- PRICE: TBA
- RELEASE: DECEMBER
- GAME TYPE: PLATFORM
- CART SIZE: 16 MEG

GRAPHICS 85

◆ Bright and colourful with excellent animation.

SOUND 81

◆ Wacky sound effects are amusing.

PLAYABILITY 80

◆ Too easy to switch between monsters accidentally.

LASTABILITY 81

◆ Over 25 levels will keep you amused for ages.

OVERALL 82

Kids that love the cartoon should enjoy this. If you know nothing about them, think twice.

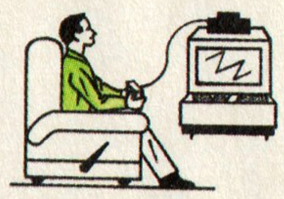
EUROPE'S LARGEST KILLER OF TIME

ZOOP - YOU MAY ALREADY BE ADDICTED

No one is immune

Resting

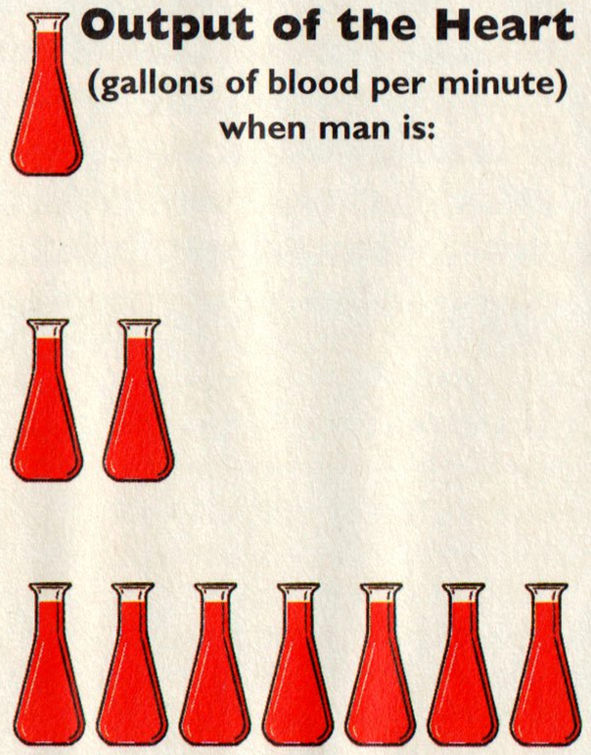
Walking



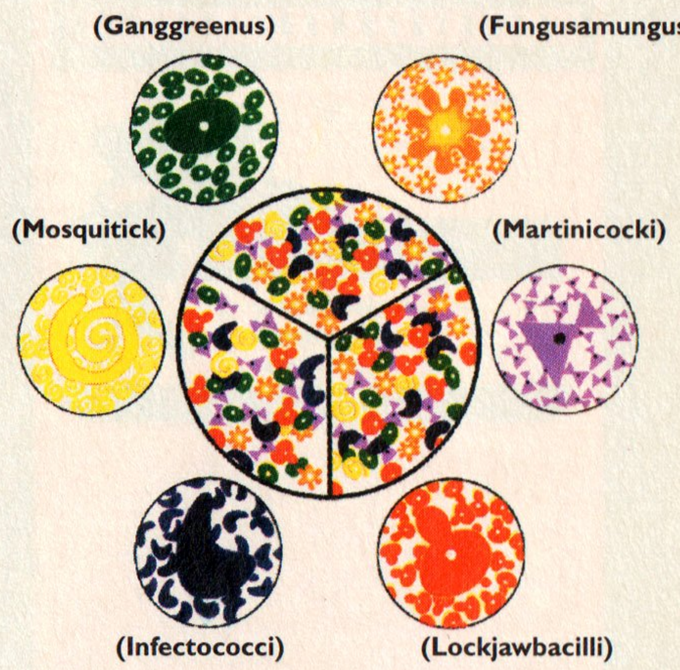
Playing Zoop

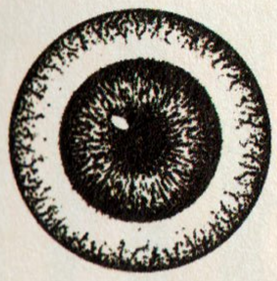
Output of the Heart

(gallons of blood per minute) when man is:



(zoopx10¹⁰)



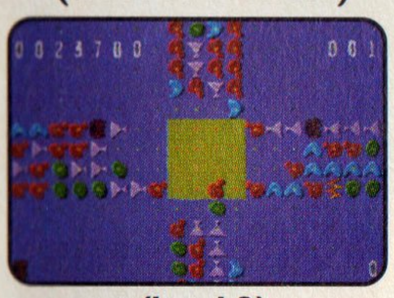


A healthy iris

The same iris after Zoop

The stages of Zoop

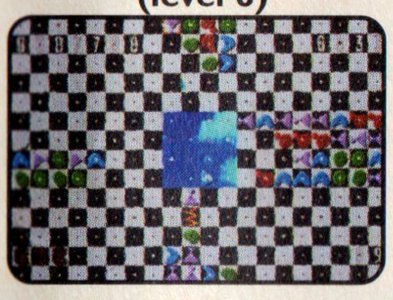
(what to look for)



(level 3)

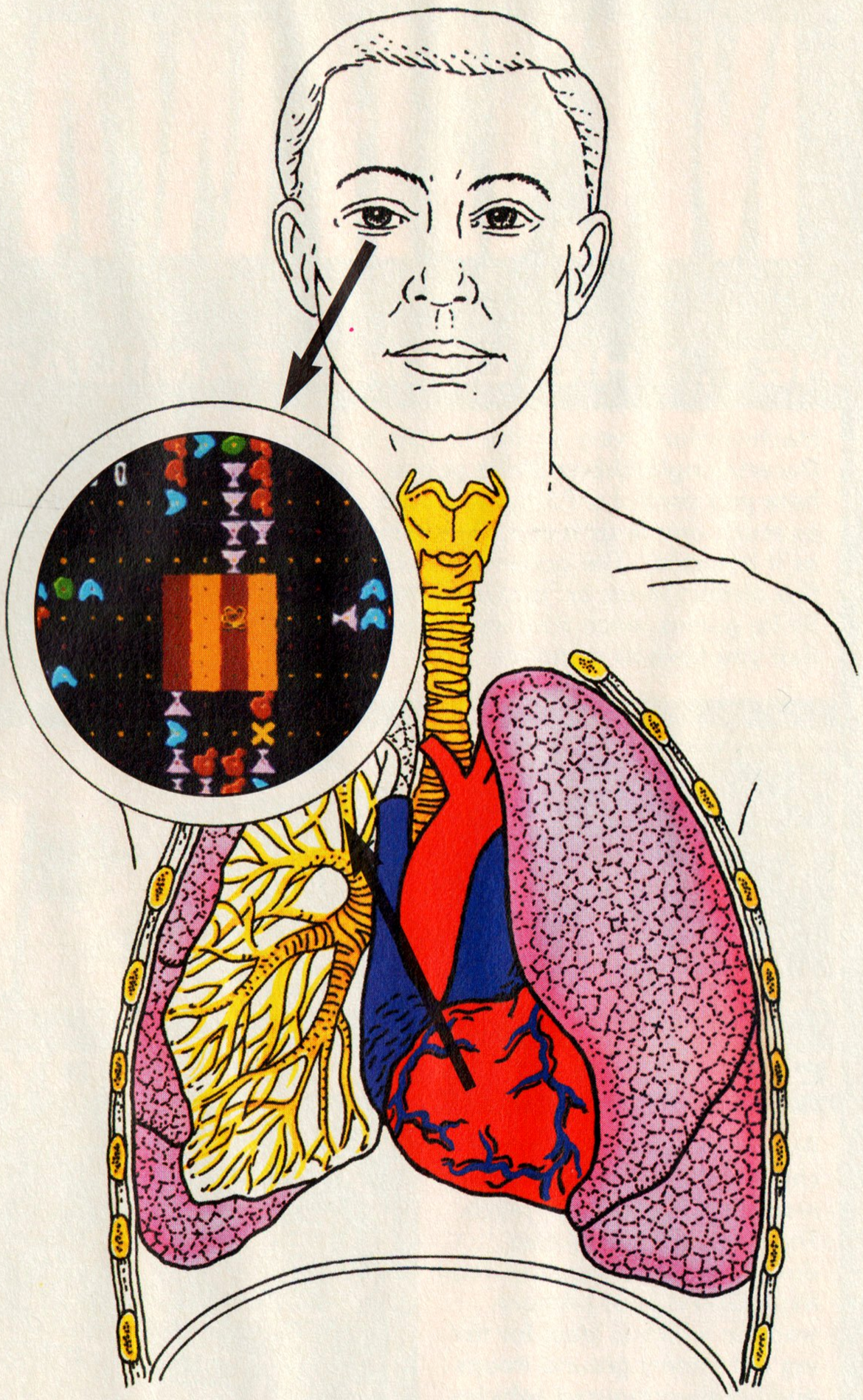
(level 6)

(level 8)



(level 9)

(this pattern continues on, and sadly always leads to one's demise)



It looks like a harmless video game until it enters the blood stream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

AVAILABLE AT: *Dixons, Curry's, PC World, Toys R Us, Future Zone, HMV, Virgin/Our Price and all good games stockists*

Known carriers of Zoop

Megadrive™

SNES®

Game Boy™

CD-ROM

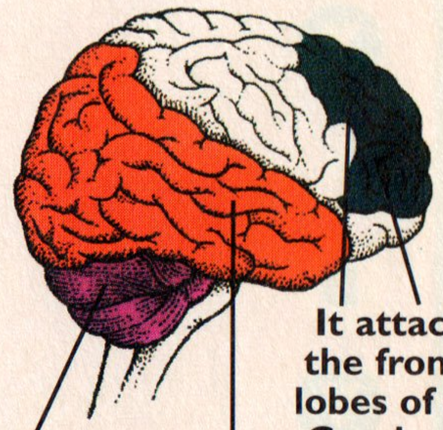
Macintosh™

PC

PlayStation™
COMING 96

Saturn™
COMING 96

How Zoop affects the brain



It slowly eats at the Cerebellum restricting: movement, coordination, balance

It attacks the frontal lobes of the Cerebrum impairing: judgement, higher learning, reason

It mutates the Medulla causing irregular: digestion, respiration, heartbeat

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Are you hooked yet?
http:/ /www.demon.co.uk/noonien/zoop.html

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: ACTIVISION
- PRICE: TBA
- RELEASE: DECEMBER
- GAME TYPE: SHOOT 'EM-UP
- CART SIZE: 12 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: 2-player co
- BATTERY BACKUP: Password
- CONTINUES: No
- OPTIONS: ???

GAME INFO

- GAME ORIGIN: Robotic variation on EA's Strike series
- GAME DIFFICULTY: Adjustable
- SCORE TO BEAT: Level 3
- ALTERNATIVES: Desert, Jungle and/or Urban Strike

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

(X) No Function

(A) Tactical Weapon

(B) Gun

(Y) Heavy Ordnance

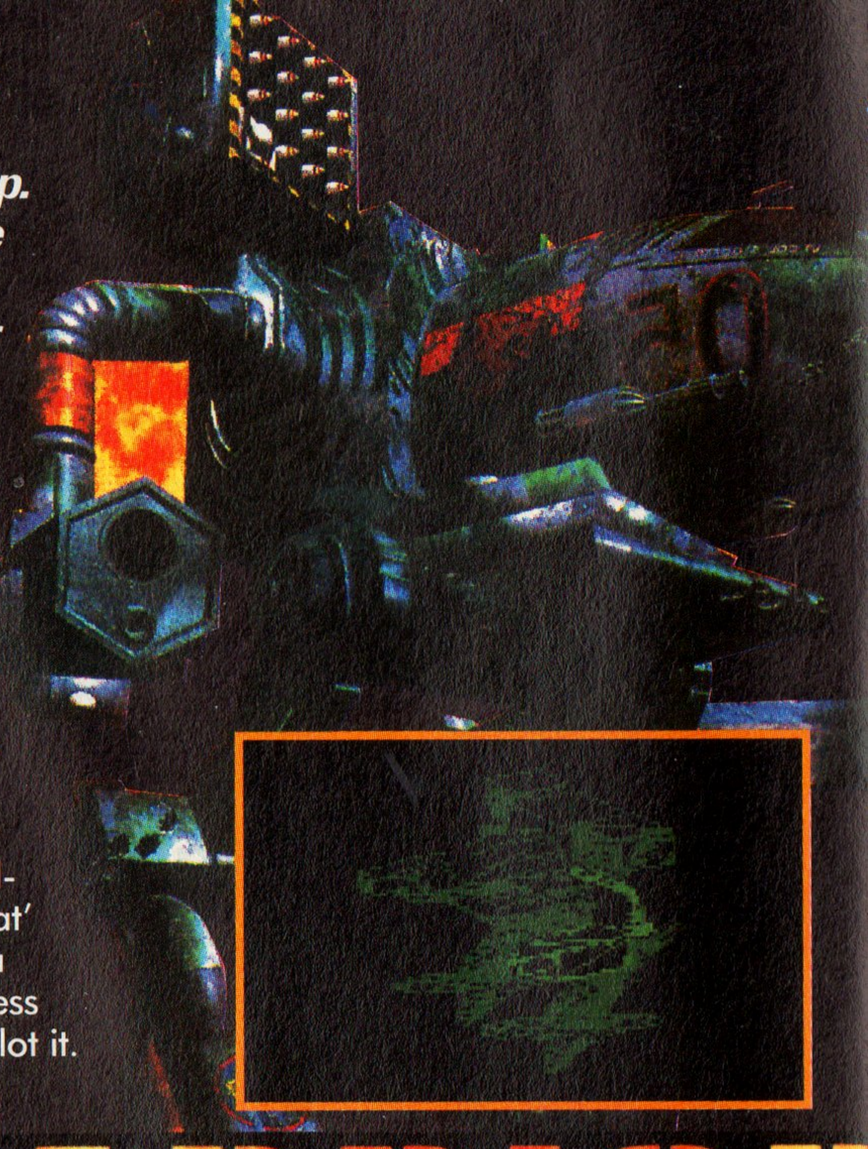
(L/R) L: Rotate Left
R: Rotate Right

(S) Start: View Computer Map
Select: No function

GAME CREDITS

- DEVELOPED BY: TIBURON
- DISTRIBUTED BY: MARUBENI
- MADE IN: USA
- ARTWORK: © ACTIVISION

At some point in your video gaming life, it's more than likely that you've controlled some sort of weapon-carrying vehicle and blown something up. But while planes, helicopters, tanks and such like are all very well and good, wouldn't you like to get your hands on something really meaty? Enter Activision's Mechwarrior 3050, which lets you get your grubby paws on 75 tonnes of peram-bulatory metal capable of crushing just about anything in its path. Sounds good, eh?



Welcome to the year 3050 where, unfortunately, all is not well. Due to inflation a single roll of toilet paper costs more than the average wage, there's a major galaxy-wide shortage of Pot Noodles and, perhaps worst of all, the civil war that has raged for the past two and a half centuries between the Clans (the 'good' guys) and the InnerSphere (the, er, 'bad' guys) has reached boil-ing point. Luckily the Clans have developed a new 'Madcat' Heavy OmniMech capable of single-handedly taking on a whole InnerSphere army. All that's needed now is a ruthless and cunning (some would say "stupid") Mechwarrior to pilot it. Are you man enough for the job? Of course you are...

MECHWARRIOR

HEY, THIS LOOKS FAMILIAR!

Mechwarrior is very similar in style to EA's Desert/Jungle/Urban Strike games, except that here you control a 75-tonne walker armed with as much ammo as it can carry (which is a lot, as it happens). The game is broken down into five distinct levels or 'missions and, as in the Strike games, each consists of a series of tasks that you have to complete.

GUNS AT THE READY!

Before each level you get to choose which weapons you want to bolt onto your Mech. The weapons are broken down into three 'classes'. The Main Gun is your primary weapon which is ideal for tak-ing out enemy ground troops and lightly-armoured vehicles, while the more powerful Tactical Weapons are handy against the enemy's armoured buildings or encampments. Most devastat-ing of all is Heavy Ordnance - save these for encounters with the InnerSphere's own Mechs!

COMMENT

SHAUN

MechWarrior 3050 starts out pretty good - there's a nice intro and some excellent use of speech - but after a few hours play you can't help feel-ing that there's a certain *some-thing* missing. Considering that your Mech is supposed to weigh 75-tonnes it feels very lightweight to control and it's rubbish at avoiding the enemy's fire. MechWarrior 3050 isn't a bad game by any means, but if you're looking for an action game with a dash of strategy, my advice is to go for one of the Strikes instead.

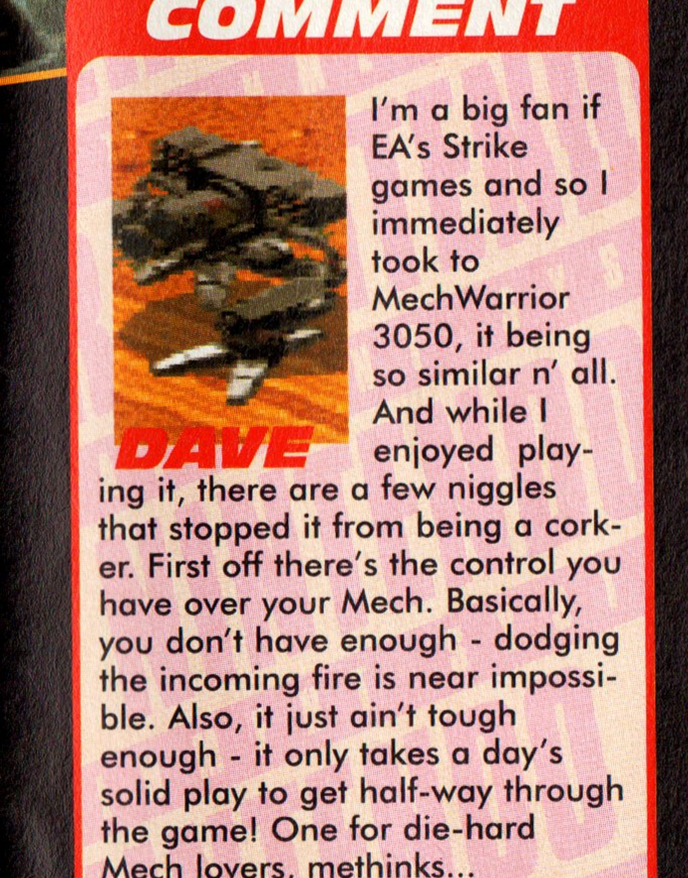
3050

IS IT ME OR IS IT HOT IN HERE?

Incredibly, even in the year 3050 engineers still haven't found a way to keep things cool, so it's vital that you keep a close eye on your Mech's heat gauge - let it crawl into the red and you're doomed! If things do begin to get a bit hot and sticky, there are a variety of ways to cool down again. Large coolant stores can be found hidden throughout the levels, and these dramatically cool the Mech and also reduce physical damage. Failing that, you can always find a shaded spot away from the enemy and power down for a while.

MAP'LL DO NICELY!

In another steal from the Strike series, MechWarrior 3050 boasts a radar/computer which can be accessed at any time. This not only shows you where your next main target is, but also where the enemy's buildings and Mechs are located, plus where supplies of coolant and ammo are hidden. All in all, it's a neat bit o' kit!



COMMENT

DAVE

I'm a big fan if EA's Strike games and so I immediately took to MechWarrior 3050, it being so similar n' all. And while I enjoyed playing it, there are a few niggles that stopped it from being a corker. First off there's the control you have over your Mech. Basically, you don't have enough - dodging the incoming fire is near impossible. Also, it just ain't tough enough - it only takes a day's solid play to get half-way through the game! One for die-hard Mech lovers, methinks...

TWO'S COMPANY!

For players that firmly believe in team work there's a smart two-player cooperative mode. One player acts as the driver and steers the Mech around the landscape, while the other player is in charge of rotating of its head and firing at the bad guys. Although this is more difficult and slightly less fun than the one-player game, it does present jaded players with a fresh challenge. One word of warning, though - playing like this can results in both participants falling out and never speaking to each other again. You have been warned.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 85

▲ Large, detailed sprites with nice backgrounds.

SOUND — 82

▲ Realistic sound effects and good use of speech.

PLAYABILITY — 78

▲ Easy to control although a little lightweight.

▼ Mech lacks agility - it can't avoid gunfire.

LASTABILITY — 79

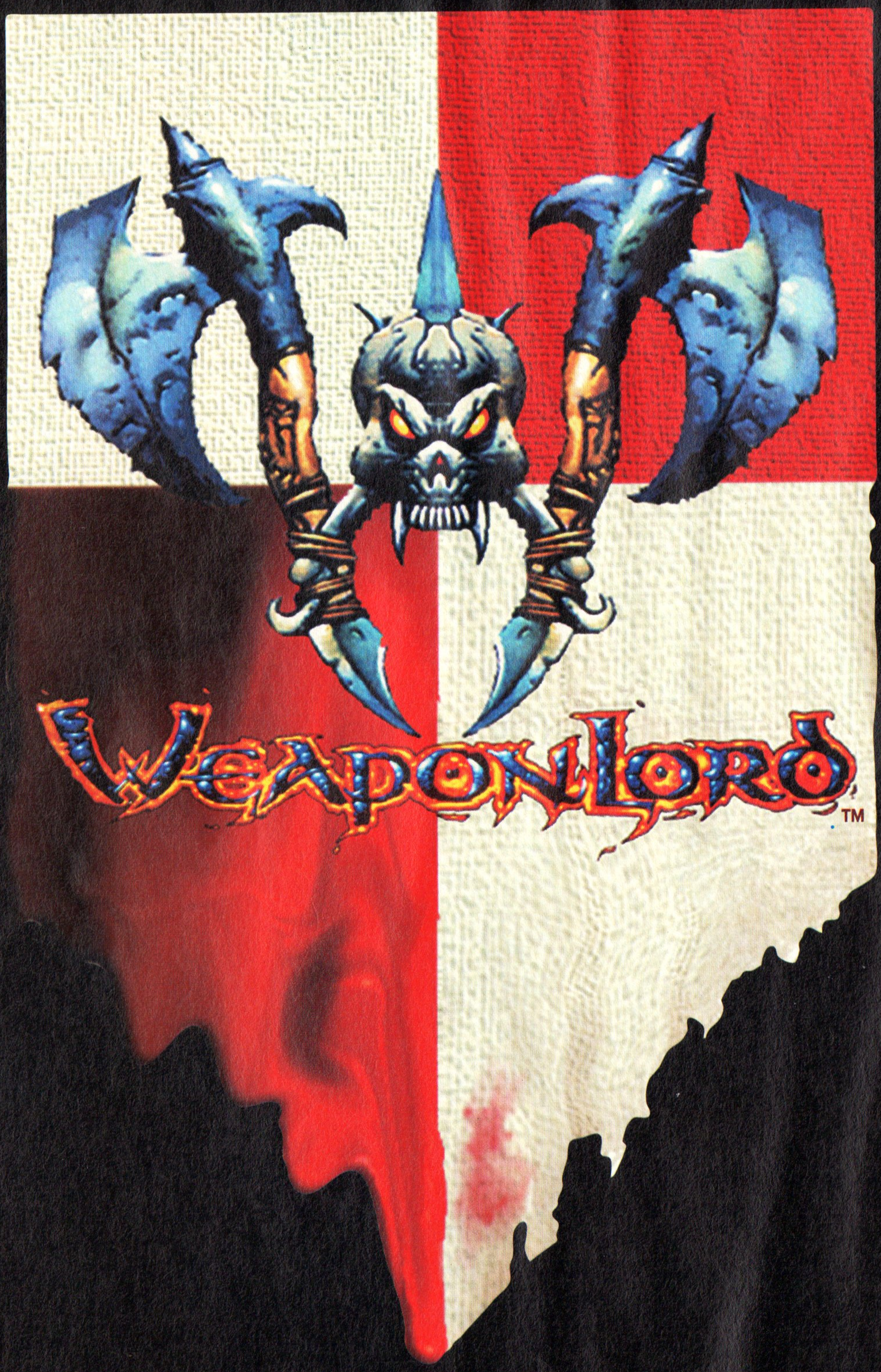
▲ Five levels offering a decent amount of variety.

▼ Bit too short and easy.

OVERALL — 79

An above average game, but still not a patch on EA's Strike series.

THE HARD



WEAPONLORD™

24meg of arcade POWER from

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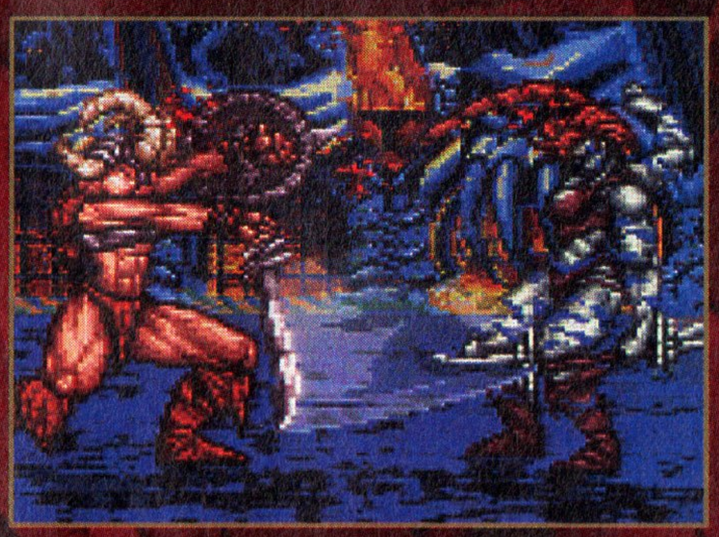

CORE

"definitely not for any momma's boys...
an awesome game here
just waiting to take your head off."

"It's big... It's bad... It's sexy."
91% Super Gamer.

"This game is **intense...**
it taps into a red hot line of adrenaline...
WeaponLord is very much a
ground-breaking exercise."
92% NMS Magazine.

"Seek WeaponLord out with a fever!
It's the **most accomplished**
extension of the **original** SFII
philosophy to date."
92% NMS Magazine.

DISTRIBUTED BY

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SUPER NINTENDO™
ENTERTAINMENT SYSTEM

MEGA DRIVE

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SECRET OF EVERMORE

CART SPEC

- BY: SQUARESOFT USA
- PRICE: TBA
- RELEASE: DECEMBER
- GAME TYPE: RPG
- CART SIZE: 32 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: No
- OPTIONS: None!

GAME INFO

- GAME ORIGIN: The RPG-meisters return! Using a similar game engine to the classic Secet Of Mana, Evermore is the first fruit from the loins of Squaresoft's US division.
- GAME DIFFICULTY: Tough
- SCORE TO BEAT: Reach the second realm after a day's play!
- ALTERNATIVES: Secret of Mana, Illusion Of Time, Zelda, Final Fantasy 3.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Fine

X — Activate pooch's menu

A — Run

B — Talk/Fight

Y — Activate player's menu

L/R — L: Sniff/Search; R: Sniff/Search

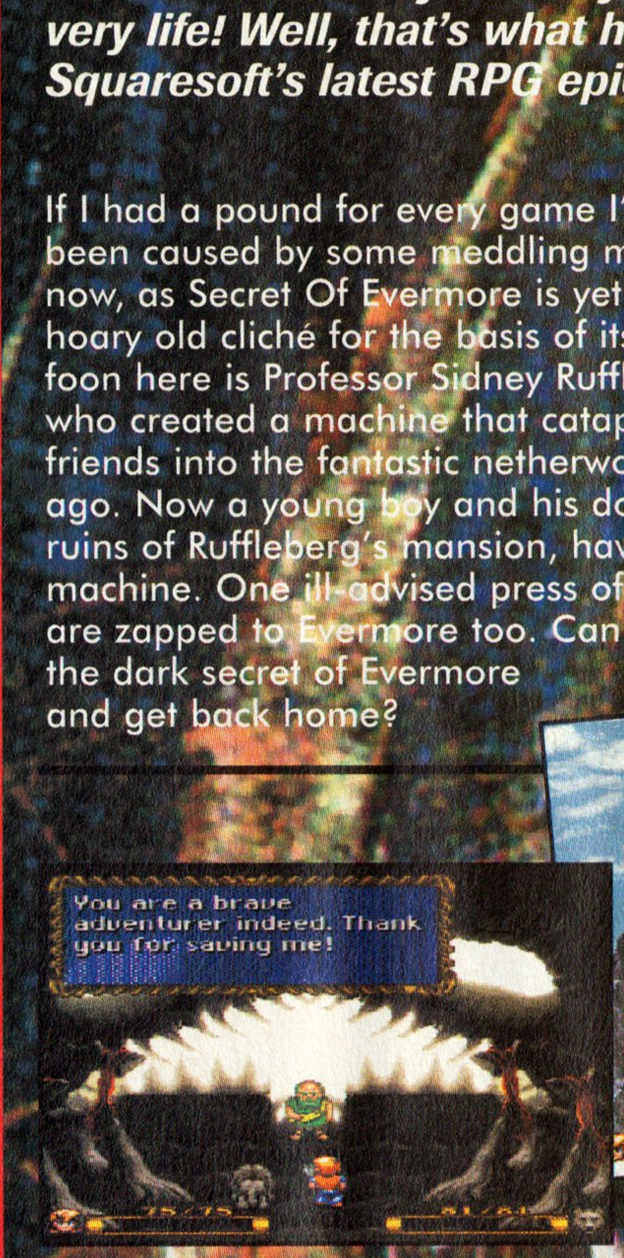
S — Start: Starts/pauses; Select: Switch hero/dog

GAME CREDITS

- DEVELOPED BY: SQUARESOFT USA
- DISTRIBUTED BY: THE GAMES
- MADE IN: USA
- ARTWORK: © SQUARESOFT USA

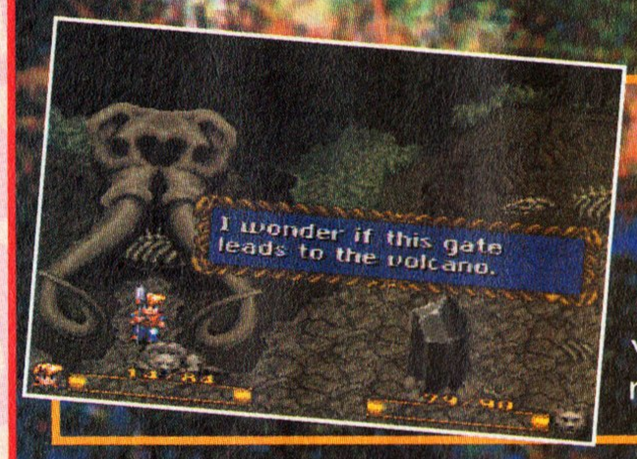
Now this is what I call a short, sharp shock! Yes, any teenage tearaways out there be warned – if you trespass on other people's property you won't just get prosecuted anymore, you'll get transported to a fantastic alternate reality where you'll have to fight for your very life! Well, that's what happens to an errant lad in Squaresoft's latest RPG epic anyway...

If I had a pound for every game I've played where the trouble has been caused by some meddling mad scientist, I'd have £68. Or £69 now, as Secret Of Evermore is yet another game that relies on that hoary old cliché for the basis of its plot. The bunsen-burning buffoon here is Professor Sidney Ruffleberg, a well-meaning old soul who created a machine that catapulted him and his family and friends into the fantastic netherworld of Evermore some thirty years ago. Now a young boy and his dog, while exploring the deserted ruins of Ruffleberg's mansion, have stumbled across the still-active machine. One ill-advised press of a button later and the twosome are zapped to Evermore too. Can you help them discover the dark secret of Evermore and get back home?



HERE IS THE WORLD NEWS!

The mysterious world of Evermore is split into four distinct realms, each a product of the dreams and nightmares of one of the Prof's relatives. Every realm is visited in turn and has its own unique set of foes to be fought and problems to be solved...



PREHISTORIA

This is your first port of call, a primal place patrolled by man-eating plants (although they're also partial to dog), ferocious dinosaurs and (phew!) friendly cavemen. Your main task here is to prevent a caveman village from being destroyed by a neighbouring volcano which is close to exploding. Suffice it to say, this imminent natural disaster isn't quite as natural as it seems...

ANTIQUA

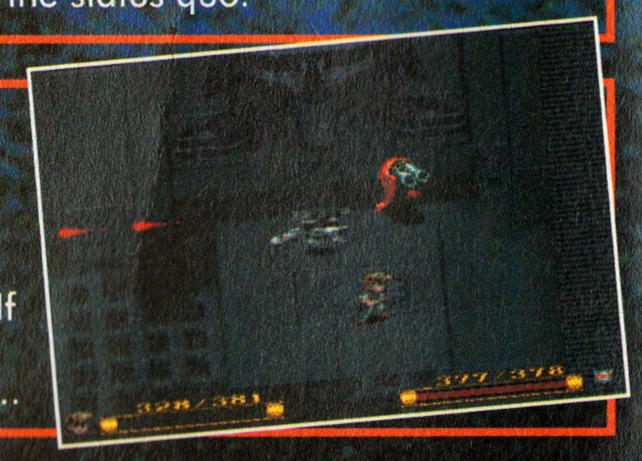
The next realm is a bizarre cross between Ancient Rome and Ancient Egypt with a rum dash of Treasure Island thrown in for good measure, populated by scurvy-riddled pirates, gruff Centurions and deadly spiders. Here your aim is to activate the giant dog statue by finding the Diamond Eyes which have been lost for centuries and then to defeat Pompolonius, the land's evil and corrupt ruler.

GOTHICA

You travel even further forward in time now, ending up in a mystical land that owes more than a large proportion of its inspiration to 18th Century Germany. The Queen here has been acting a bit strange recently, and the reason's simple - she's been kidnapped and replaced by a lookey-likey robot double! Somehow you've got to find a way to unmask the imposter and so restore the status quo.

OMNITOPIA

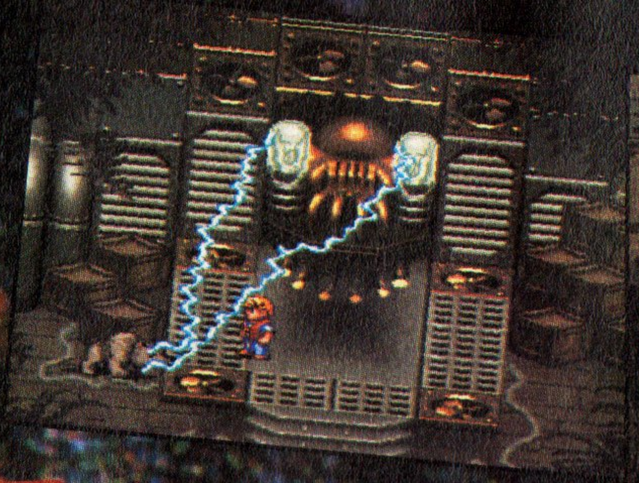
Your last destination is a hyper-techno future world, complete with rampaging robots and deadly droids. Here's where the Prof who caused this whole sorry mess resides – he's being held captive by the game's ultimate baddy (not-so-cryptic clue: the butler did it!). If you manage to free him then you and all the other Evermore inmates will be able to return to their respective homes. Ah, bless...

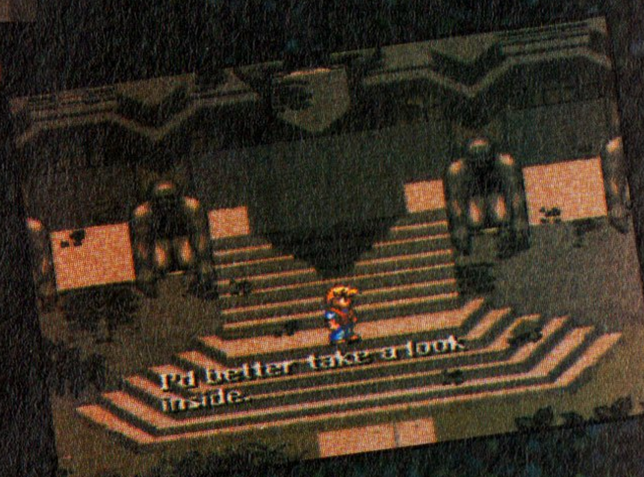


REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

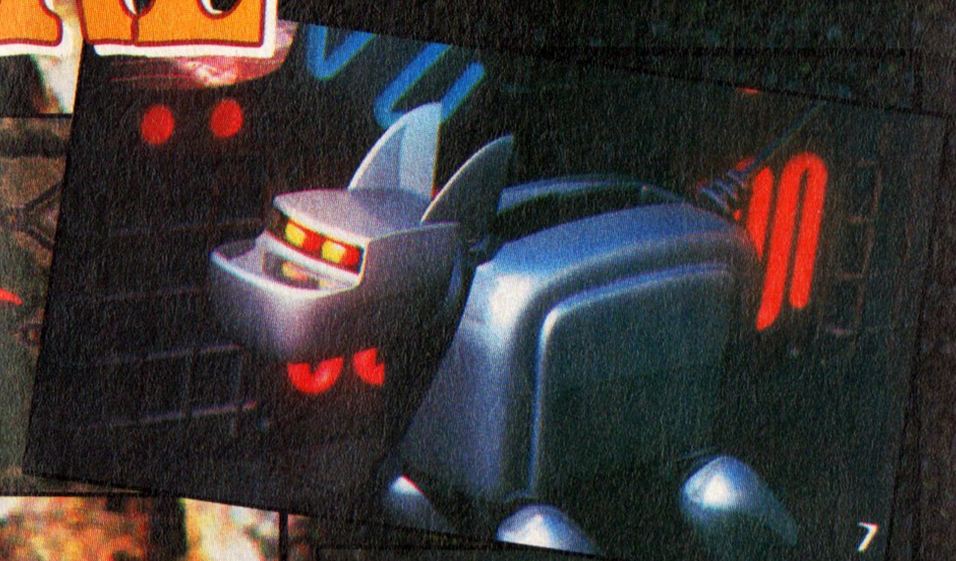
SECRET OF EVERMORE

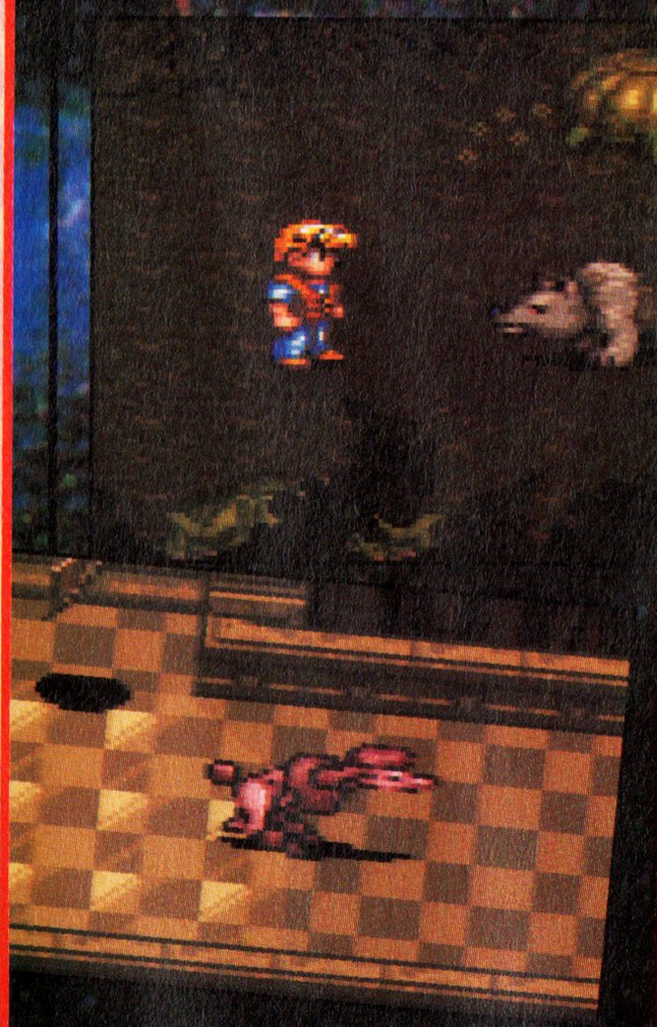




TO THE MANA BORN!

Secret Of Mana is the first game by Squaresoft's newly-formed US division, but it shares many of the features that we've come to know and love in a Squaresoft RPG. Indeed, it plays in a very similar manner to Squaresoft's superb Secret Of Mana; for example, the combat system is almost identical. Still, that's not intended as a criticism, quite the reverse in fact. After all, if being similar to the Secret Of Mana isn't a recommendation, I don't know what is.





COMMENT

DAVE

I love a good RPG so I was bound to enjoy Secret Of Evermore, especially as it's been written by the RPGing guv'nors, Squaresoft. I have to admit, though, that although SOE's very pretty, thoroughly entertaining and extremely well-designed, I didn't come away from it feeling quite as impressed as I'd thought I'd be. For some indefinable reason it took quite a while for the game's plot to get its hooks into me – at first I didn't give a toss whether my dog and me ever got home or not. The game's also incredibly tough, mainly because of the rock-hard bosses, and although this makes for a long-lasting quest, it also makes for a frequently tedious one. Good, then, but not quite a classic.

THE FIVE FACES OF FIDO!

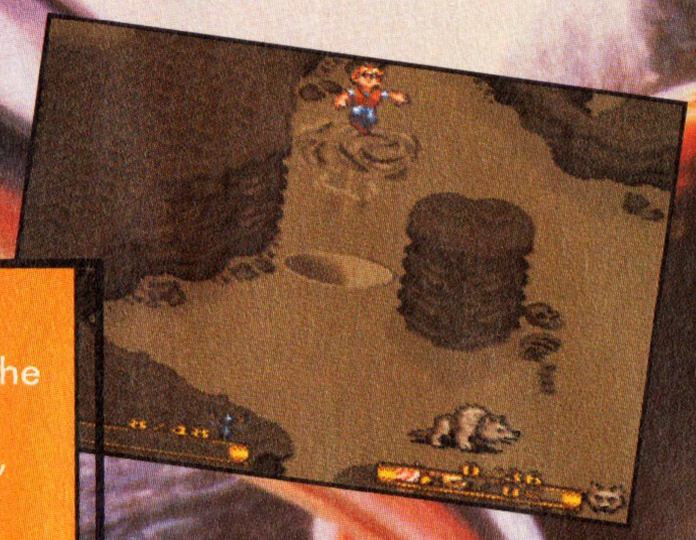
Your faithful pooch goes through some right changes during the course of your Evermore adventure. In the 'real world' he's a normal, everyday mutt, but in Evermore he shifts shape to fit in with the realm he's exploring. In Prehistoria he becomes a sort of long-haired wolf thing, in Antiqua a whippet-like desert dog, in Gothica a pink-'n'-perfumed poodle and in Omnitopia a tragic K9-alike. Thanks to SOE's excellent control system you can alter how aggressive he is (which alters whether he'll sniff out hidden secrets or attack nearby nasties) and even make him attack specific targets for you – very useful during the battles with the bosses!

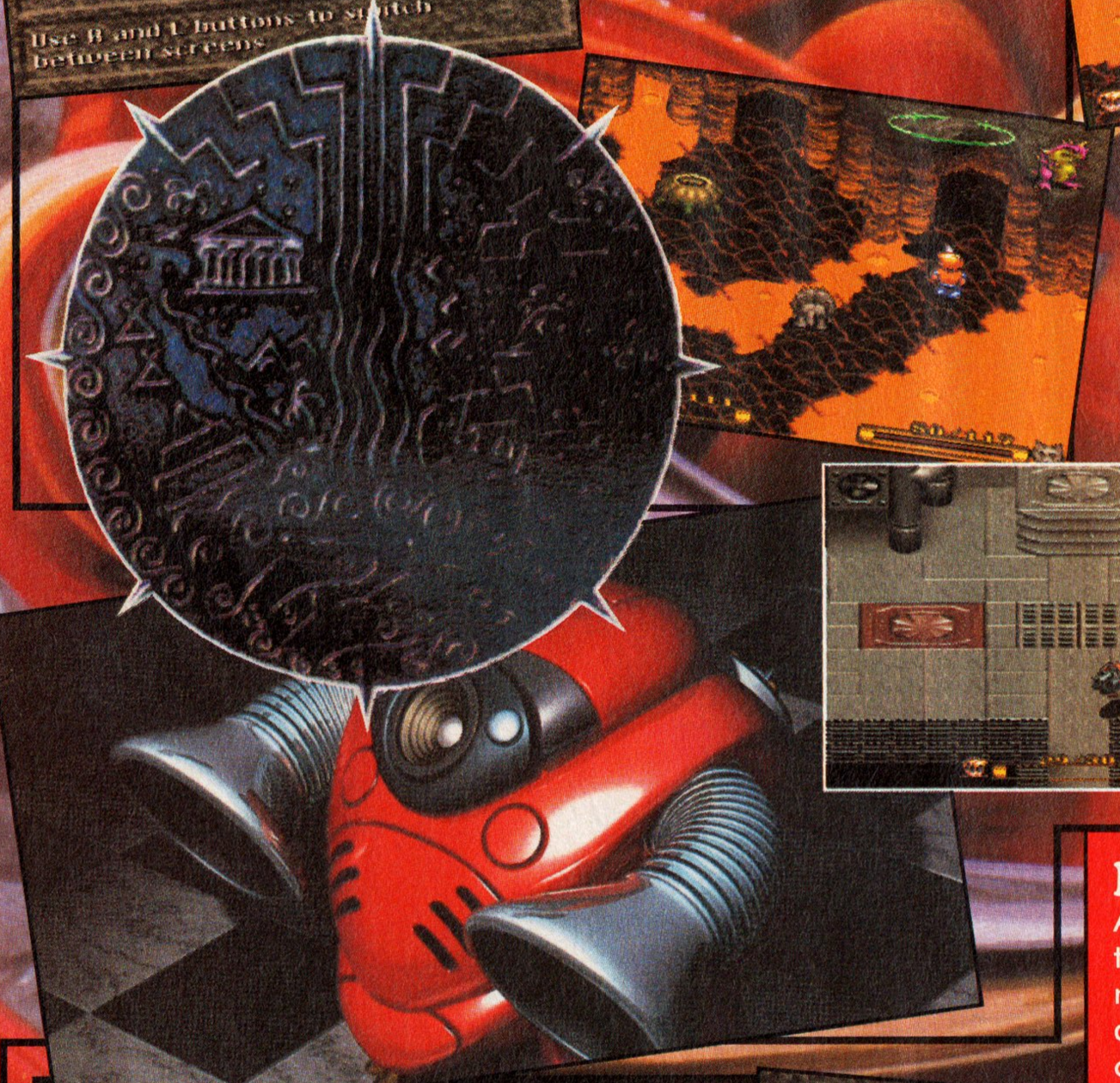
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

I'LL PUT A SPELL ON YOU!

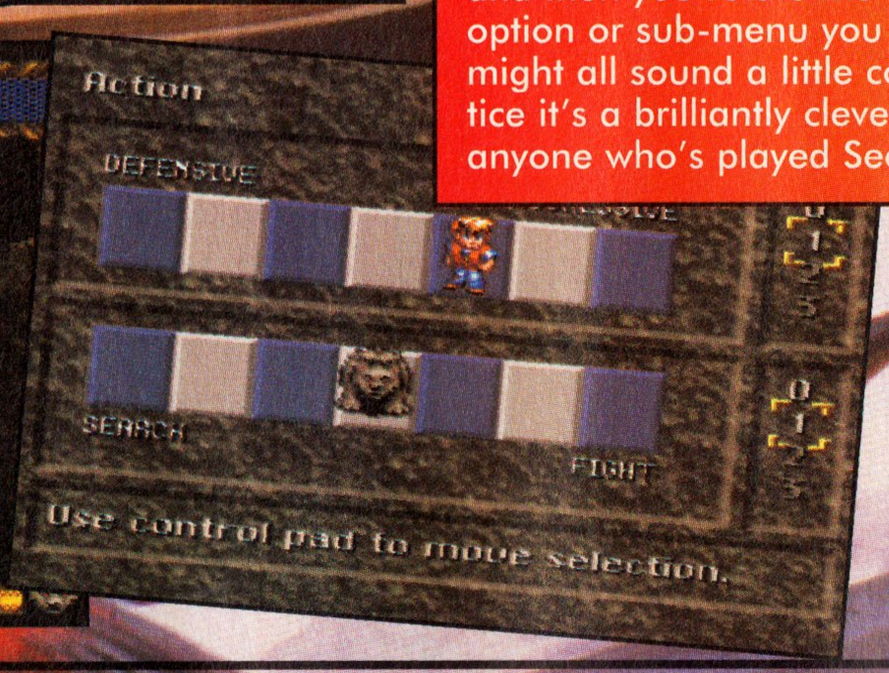
Although SOE is more than a just little Secret Of Mana-ish, the one aspect of it that IS very different is the spell-casting system. As you explore each realm you meet various characters, some of whom will give you spell recipes simply out of kindness or more commonly in return for completing tasks for them. You then cast the majick by calling up the spell menu and selecting it. The twist here is that the spells are powered by special ingredients, such as wax, ash or water, which you need to find either by searching the landscape or buying them from shops. It's best to stock up whenever you get the chance, as there's nothing worse than running out of the ingredients for your Fireball spell right in the middle of a big fight!





MAN. U.? NO! MENU!

All of SOE's more complicated features, such as weapon selection and spell casting, are accomplished via a series of 'ring menus'. These are accessed with the joypad's X or Y buttons, and then you rotate the ring by pressing Left or Right until the option or sub-menu you require is highlighted. Although this might all sound a little complicated and fiddly on paper, in practice it's a brilliantly clever and very easy-to-use system. Just ask anyone who's played Secret Of Mana – it's exactly the same.

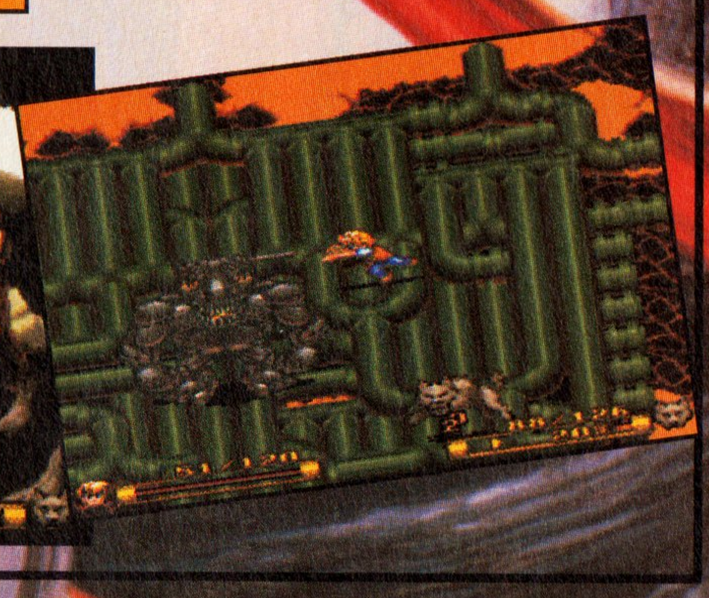


REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

MONSTER! MONSTER!

A Super NES game wouldn't be a Super NES without the occasional hard-as-nails 'Super Baddy' to battle, would it? Thank goodness, then, for this selection of ugly-mugglies, who are the bosses that you'll encounter in Prehistoria. Every realm has its own set of three or four bosses, each sharing the common characteristic of taking bloody ages to kill. In fact, in my opinion they take just a little too long to kill, and some of the battles can get a tad boring. At least there's always some big reward waiting for you when they finally do bite the big one...



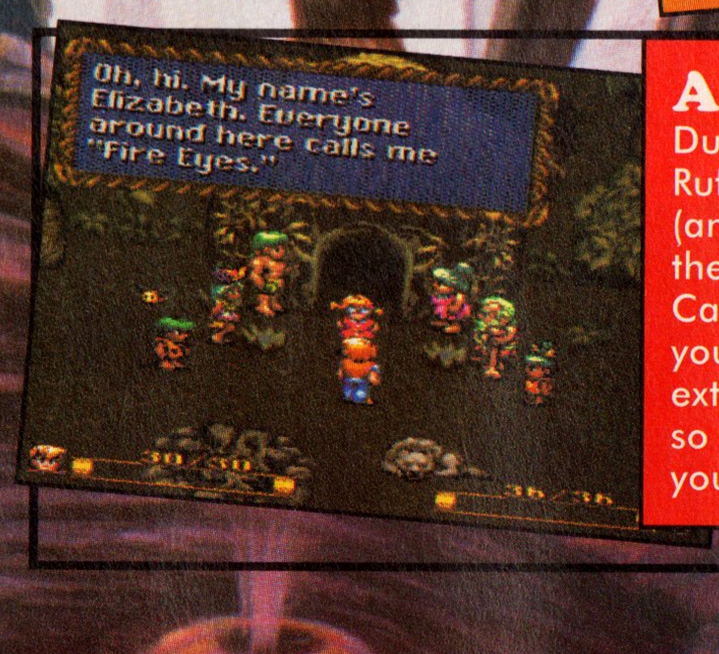
IT'S A LARF, INNIT?

Since SOE was written by Americans and not (poorly) translated from Japanese, the quality of the English used is somewhat better than gamesplayers have been used to in the past. Indeed, there's a very entertaining vein of Western-style humour running through the game, which makes a nice change from the slightly inscrutable antics that the Japanese seem to find so hilarious. Take the bit, for example, where your dog accidentally gets mistaken for a swine and then goes on to win a prestigious pig race around the streets of Gothica, or the time you bump into a very thin-looking rower... Okay, okay, so I know it's not going to give Rowan Atkinson any sleepless nights but it made me giggle anyway.

COMMENT

SIMON

I'm afraid, much as it grieves me, that I've got to agree with Dave on this one. Yes, SOE looks pretty but it seems to lack that extra bit of 'oomph' to drive its hooks into you. This is down to the fact that you and the old bone-muncher spend far too long roaming around vast carboniferous rainforests fighting plants and not quite enough time involved in significant events. And because the bosses are ridiculously tough, the game becomes a bit of a drag as you're continually wrapped up in battles that seem to rage on for weeks. Overall SOE is a pretty solid RPG, but it'll never achieve that 'must buy' status that it strives for.



A FRIEND IN NEED...

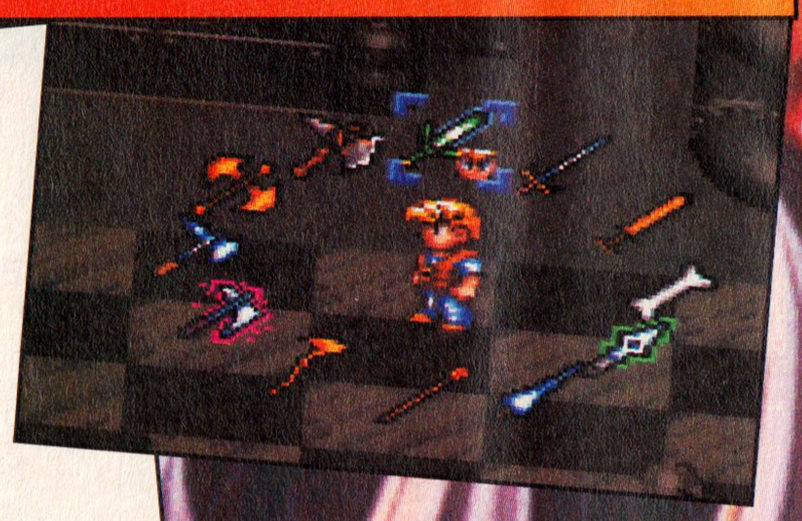
During the course of your adventure you eventually meet Prof. Ruffleberg's trapped friends and relatives. If you help them (and you'll have to if you ever want to finish the game) then they'll gladly help you back. By using up one of your precious Call Beads (magical jewels that are extremely hard to come by) you can summon them to your aid. These characters are extremely powerful and capable of wielding incredible magic, so it's best to keep them in reserve and use them only when you think you absolutely have to.

A BOY AND HIS DOG...

By pressing the Select button you can swap control from the boy to the dog and back again, allowing you to guide your hound directly and go sniffing out secrets. But although this is a nice feature, there are very few occasions in the game where it's absolutely vital you use it to complete your tasks. However, there are some bits where the two chums are separated by a freak accident. When this happens the game forces you to take control of each character in turn and guide them back together again.

USE IT UP, WEAR IT OUT!

Normally the more you use something, the more it gets worn out and useless, but not so in the topsy-turvy, upside-down world of Evermore. Repeatedly using the same weapon or spell will make you more proficient at handling it, thereby increasing its effectiveness – your weapon will do more damage and your spells will become more powerful.



SHAME, SHAME, KNOW YER NAME!

You'll notice that throughout this review I've skillfully avoided mentioning the name of either the hero or his dog. That's because they don't have one – well, not until you start playing anyway. When you begin a game you're given the option of naming the hero – I thought Davey Boy was a particularly heroic name – and then slightly later on you get to name the dog too – I plumped for the incredibly imaginative Fido.

YOU GET MY BACK-UP!

Secret Of Evermore is a big, big game, and there's no way you'd ever be able to complete it in one sitting - well, not unless the sitting lasted for about four days solid! Because of that fact Squaresoft has thoughtfully provided a battery back-up facility which allows you to have up to four games saved on the cart. Keep an eye out for the special locations throughout the game that let you save your game.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 91

▲ A real treat in almost every department.

SOUND — 85

▲ Great sound effects and highly atmospheric background choons.

PLAYABILITY — 80

▲ Excellent – the ring menu system is brilliant.

▼ Some of the boss battles are too tough and very long-winded.

LASTABILITY — 95

▲ One of the toughest RPGs around, so it'll last.

▼ Once finished, you'll never play it again.

OVERALL — 81

A good, solid RPG that offers great long-term value, spoilt only by some too-tough baddies and a vaguely unexciting plot.

KONAMI

INTERNATIONAL SUPERSTAR SOCCER DELUXE™

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It's a whole new ball game...

It's more than just a sequel...

New teams, new players, new stadiums, new strategies and new techniques.

★ Realistic player sprites with brand new animations and skills
★ Increased CPU intelligence to challenge beginners and experts alike
★ 36 international teams featuring recognisable celebrity players
★ Real, live commentary, 7 different stadiums and new stadium video screen
★ International Cup, World Series and fully editable tournament modes
★ Choose from 16 formations, 8 strategies, 20 players and 9 adjustable player skills to create your perfect team
★ Four way play also possible

A load of old balls it ain't!

Release Date: 3rd November 1995

SUPER NINTENDO ENTERTAINMENT SYSTEM

THE ORIGINAL

MicroMachines

SCALE MINIATURES

2

TURBO TOURNAMENT

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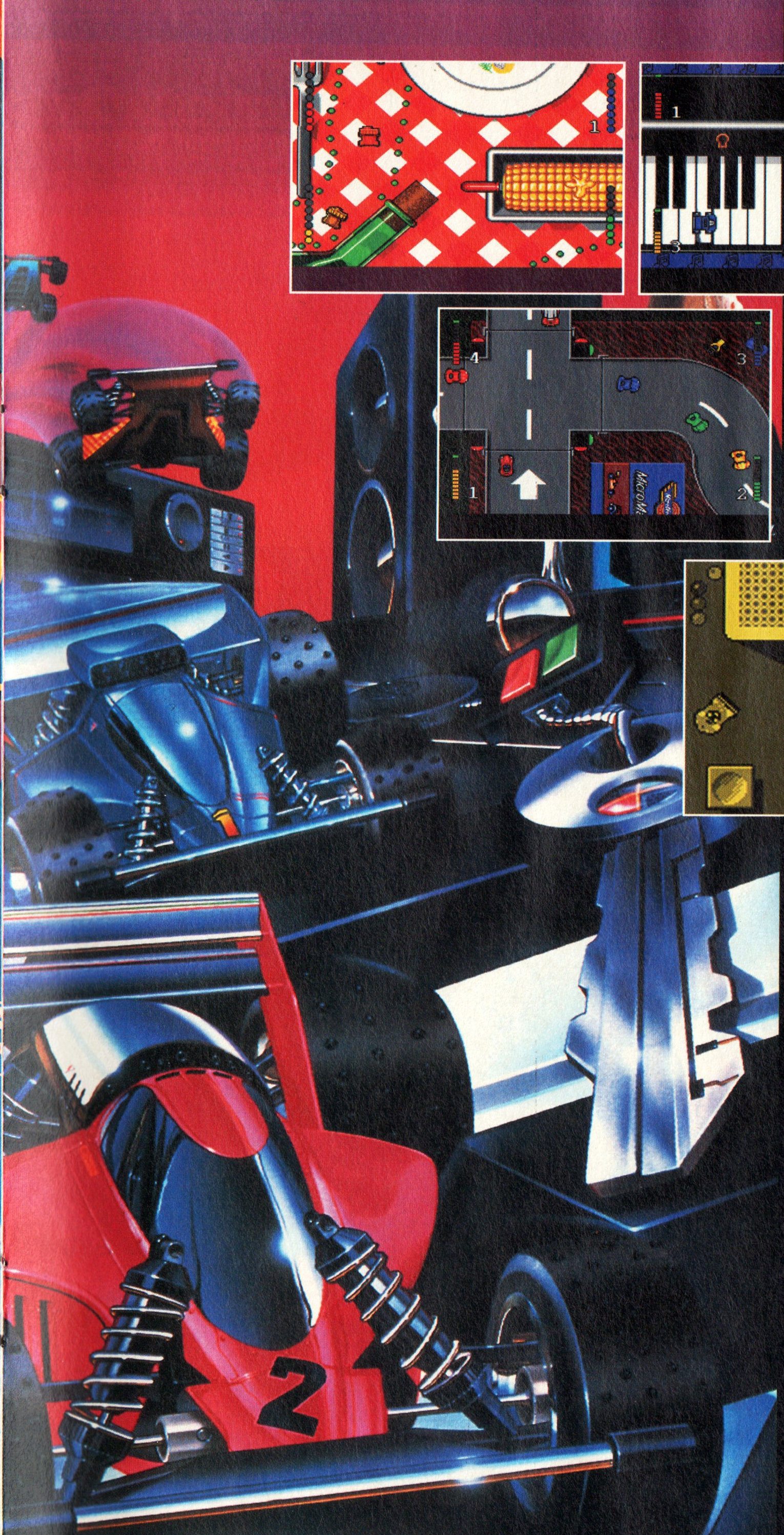
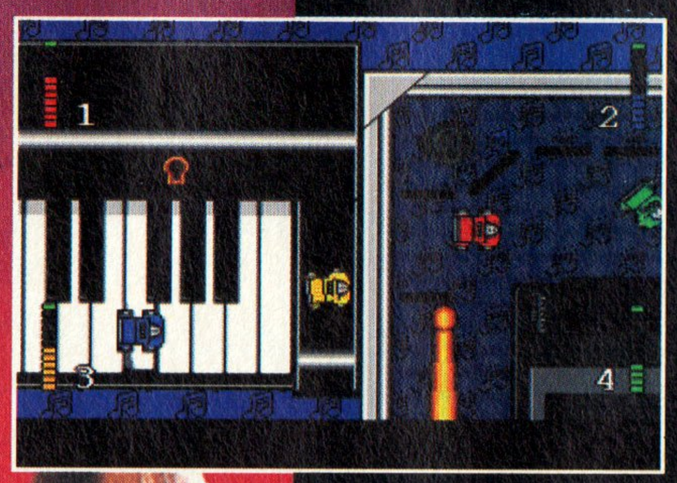
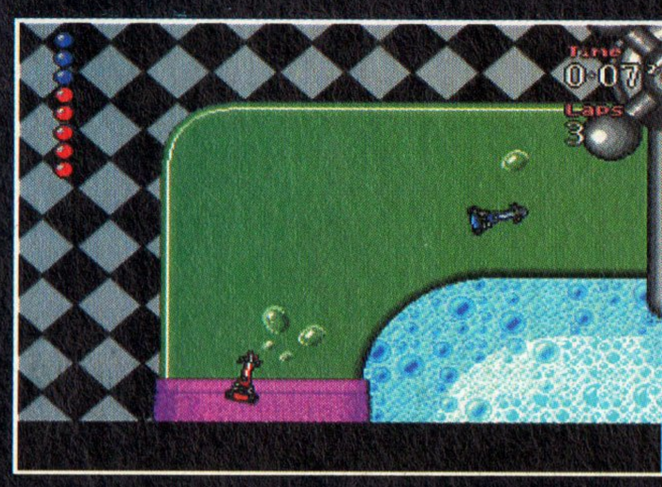
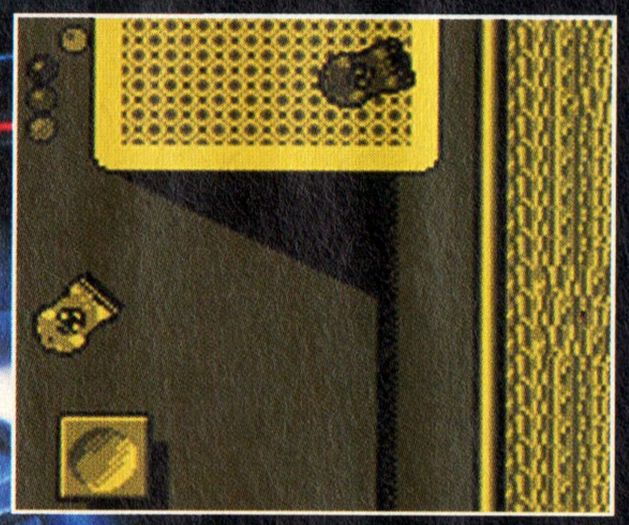


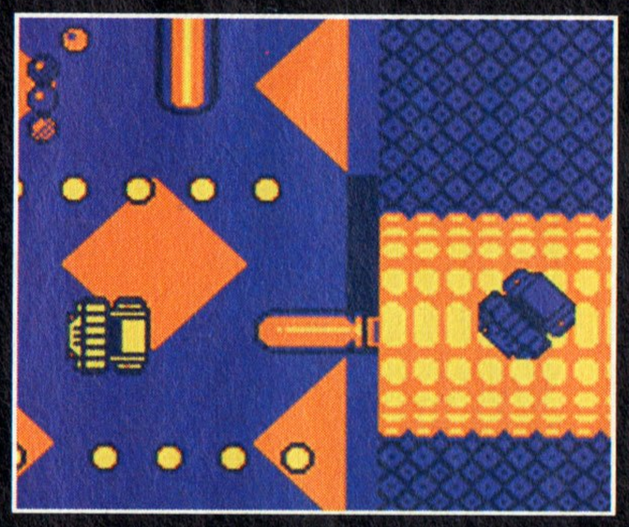




SUPER NINTENDO™

GAME BOY™





◀ Game play on Super NES using Super GAME BOY™ adapter. Both sold separately.

- Head to Head, Challenge, Knockouts, Super League.
- Over 37 interactive courses with hazards
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SUPER NINTENDO™ ENTERTAINMENT SYSTEM

GAME BOY™

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** ACCLAIM
- **PRICE:** £49.99
- **RELEASE:** DECEMBER
- **GAME TYPE:** BEAT-'EM-UP
- **CART SIZE:** 24 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Password
- **CONTINUES:** Loads of them!
- **OPTIONS:** Control configuration

GAME INFO

- **GAME ORIGIN:** Started ife as a comic book hero.
- **GAME DIFFICULTY:** Hard.
- **SCORE TO BEAT:** Climbing wall stage.
- **ALTERNATIVES:** Seperation Anxiety.

GAME CONTROL

- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Not bad

X Heavy Punch

A Weak Kick

B Jump

Y Heavy Kick

L/R L: Weak Punch
R: Block

S Start: Starts/pauses
Select: No function

GAME CREDITS

- **DEVELOPED BY:** SOFTWARE CREATIONS
- **DISTRIBUTED BY:** ACCLAIM
- **MADE IN:** UK
- **ARTWORK:** © MARVEL

Spawn may mean absolutely nothing to loads of people here in the UK, but mention him in America and they wet themselves with excitement. In fact, he's so popular in the States that he's been the highest selling comic star for the last two years. Let's see if Spawn the video game causes us any bladdular downpours or leaves us in a urinary desert...

Although Spawn is not very well known in Britain, there's no doubting the success of Marvel comic book heroes. You've only got to look at how big Spiderman and The Incredible Hulk have become. In fact, as we speak there are already plans for Spawn to appear in a live-action movie and he's going to get his very own animated cartoon.

I SPY WITH MY LITTLE EYE...

Spawn started life as a jelly like lump of frog's gunk floating at the top of a pond, well kind of. In actual fact he was a government spy who was killed and brought back to life by a symbiote suit that was fitted to his dead corpse. So that's the reason why he walks around in a weird suit with a ridiculous pointy cape. The story begins with 13 kids being abducted and held in a downtown warehouse.The plot from here is quite predictable. No-one can find them so it's all down to our trusty hero to save the day.

ROCK AND SCROLL!

Spawn is a left-to-right side scrolling beat-'em-up in a similar vein to Separation Anxiety (also from Acclaim). Spawn spends the majority of his time beating up any thug type that happens to get in his way. He also has to watch out for enemies that throw explosives from windows and other hiding places. And the surprise after all this testosterone sweating action is an end-of-level boss. Gee thanks!

COMMENT

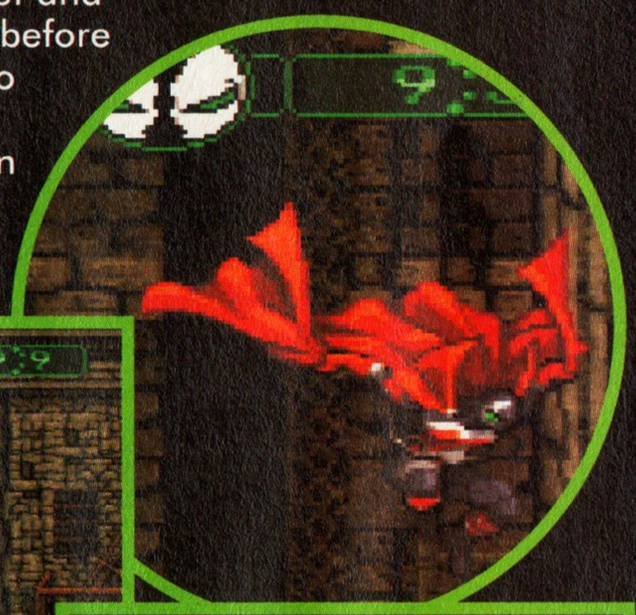
SHAUN

We have all seen and played this type of game before. You walk from one side of the screen to the other pressing just one button and knocking over everything that comes your way. Acclaim try to vary this slightly by adding a couple of climbing stages but these get extremely tiresome as you constantly get knocked to the ground and have to start again. Spawn isn't bad but there are so many of this type of game already out there. One for Marvel fans only I'm afraid.

MCFARLANE'S SPAWN VIDEO GAME

YOUR DRIVING ME UP THE WALL!

As well as beating up everything in his path there are other obstacles that our caped hero has to encounter. One problem sees Spawn using his amazing climbing skills to scale up buildings as off screen villains fire at him. Spawn has to out-jump the target and reach the top before being blown to bits. Put your weapons down and face me you chickens!



COMMENT

SIMON

I can hardly keep up with the amount of samey type titles I've seen in recent months that feature . You've only got to flick back to Separation Anxiety (reviewed this ish) and you'll witness almost an identically styled game. Alright so Spawn has a cape, but save for his slightly different fashion accessories there's nothing different that you haven't seen in Maximum Carnage. Don't get me wrong there's nothing too wrong with the game, it's just been seen too many times to have any real appeal.

HEARD IT THROUGH THE CAPEVINE

It's quite incredible to think that a piece of cloth can do so much but it's true. I am, of course, talking about Spawn's trusty cape. This thing can not only protect you from thugs as they punch and kick you to the ground but also the enemy's gun-fire. And if this isn't enough, it can also be used to perform a variety of secret special attacks. If only you could pop down to your local Burtons and get one off the peg...

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES		■		
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY		■		
WEEK	■			
MONTH	■			
YEAR				

GRAPHICS — 84

▲ Bright, colourful with-well-detailed backdrops.

SOUND — 73

▲ Good sound effects.

PLAYABILITY — 73

▼ Control is a bit heavy and moves are not easy to pull off.

LASTABILITY — 76

▼ Too repetitive to keep today's demanding gamer interested for long

OVERALL — 76

Nothing new. Okay if you like this sort of thing, if not try something else.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: INFOGRAMES
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 12 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Difficulty setting

GAME INFO

- GAME ORIGIN: Spin-off from the world-famous Hergé cartoon books
- GAME DIFFICULTY: Hard
- SCORE TO BEAT: Finish Katmandu stage
- ALTERNATIVES: The Smurfs, Asterix & Obelix

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Not used

A — Not used

B — Jump

Y — Throw/Run

L/R — L: Not used
R: Not used

S — Start: Pause
Select: Not used

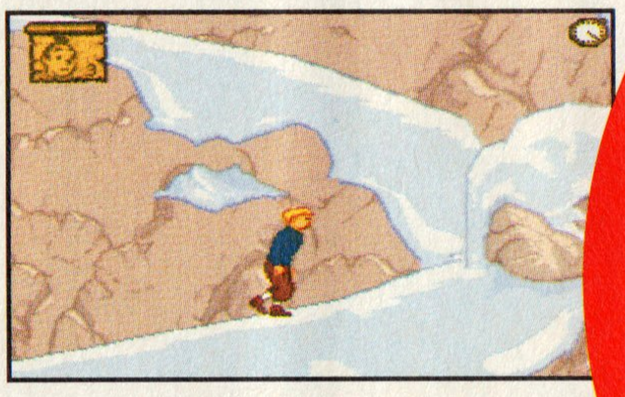
GAME CREDITS

- DEVELOPED BY: INFOGRAMES
- DISTRIBUTED BY: INFOGRAMES
- MADE IN: FRANCE
- ARTWORK: © INFOGRAMES

Tintin first appeared in a newspaper supplement in January 1929 and since then the little blonde adventurer hasn't once glanced over his blue sweater to look back. To date Tintin has sold over 173 million comic books around the world; 12 million copies of The Adventures Of Tintin have been sold in the UK alone. So, I think you'll agree he's a bit of a star. But how good is he in his video game debut?

Tintin in Tibet

Tintin is what you might call a do-gooder. Yes, the flick-haired little Belgian is renowned righter of wrongs, defender of just causes and general pain in the ass to those who have a nasty plan. In fact, if you're thinking of having a party don't invite Tintin 'cos he's a complete stick in the mud. Accompanied by Snowy the dog and that bearded drunk, Haddock, he won't have been through your front door five minutes before moaning "Ooh no, don't drink that" or "It'll give you heartburn if you wolf it down too fast!" And having made a joke of your party, he'll cap it all off by ruining your furniture in an attempt to find secret passages, while the good Captain consumes the contents of your parents' mini-bar and Snowy leaves your Ma and Pa a nice warm pressy on their bed.



LOOK BOSS, THE PLANE! THE PLANE!

The story begins with Tintin enjoying a holiday in Switzerland. He receives a letter from his mate, Chang, telling him that he's coming to Europe after a stop in Katmandu. Around the same time, newspaper reports break that there's been a plane crash in a mountain range not far from Katmandu. Realising that Chang was on the doomed flight Tintin packs his bags and, along with Snowy and Captain Haddock, heads off in the hope of finding his friend. Make you think, doesn't it? If a mate of yours crashed 30,000 feet up the side of a mountain in sub-zero temperatures, would YOU put away your Nintendo 64 and pack your satchel for Tibet?

COMMENT

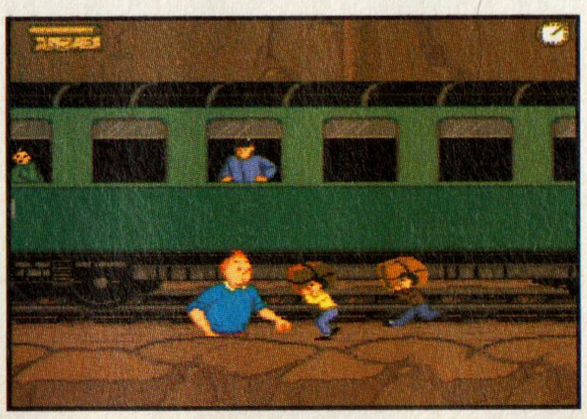
SHAUN

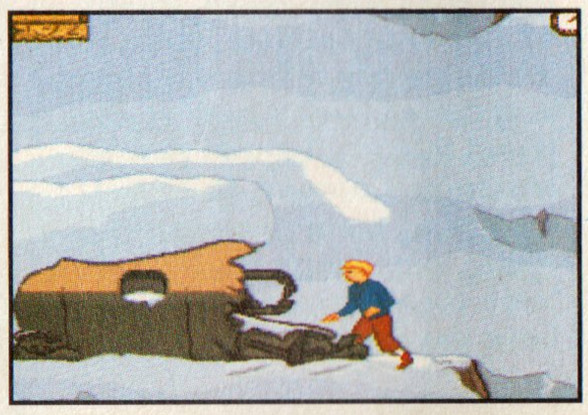
Tintin is an ideal choice for a new Super NES hero because of his massive world-wide popularity. But it's a shame that the game we have here doesn't quite do its star justice. The ability to walk towards the screen, while novel, soon becomes annoying because there are too many objects that get in your way and seem to sap your energy for no particular reason. And with only limited energy and no half-way continue points, it's pretty tricky to make any real progress through the game. Tintin looks great and offers a huge challenge, but I can see most players giving up long before reaching the end.

WALK THIS WAY?

The programmers for Tintin have come up with a revolutionary technique that helps to add greater depth to the game. Unlike all other platformers where the main character walks across the screen and nothing else, Tintin has the ability to walk towards the front of the screen and enlarges in size as he does so. Although you can't walk when at the top of the screen it does help you to avoid obstacles like boulders or dozens of screaming kids as they hurtle past.

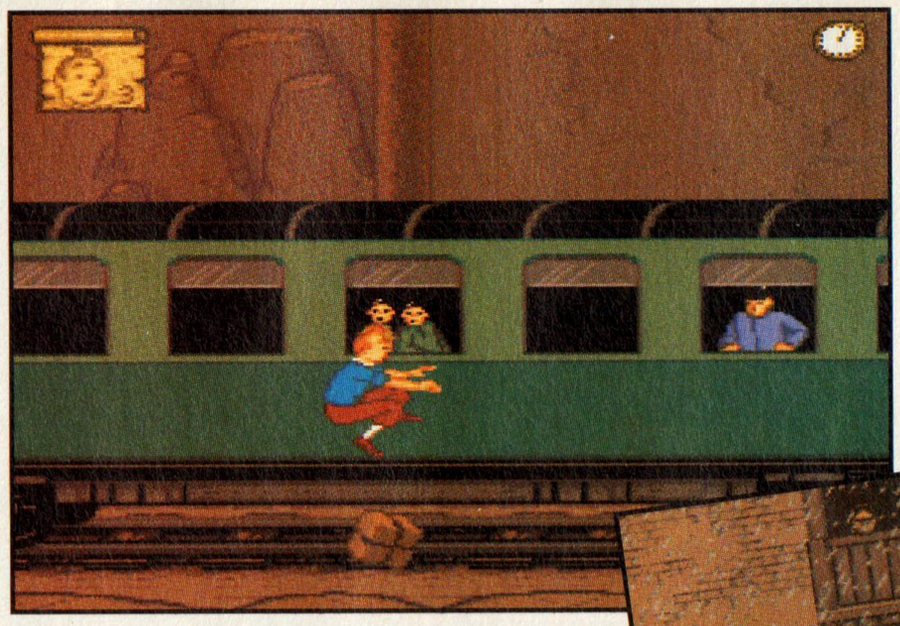
(ABOVE) "Look Captain – there's Snowy! Snowy... Snow... Get it?... Oh, forget it, you hopeless drunk!"





BLOOMING PUBLIC TRANSPORT!

The game starts with Tintin travelling through China on a train. But before you can say "Privatising the railways is a bad idea" there are problems with the track so Tintin decides to finish his journey on foot. As he trudges along our hero comes across a young boy drowning and so, without a thought for his own safety, he jumps into the river and saves him. The boy turns out to be Chang and it's at this point that the game returns to the present day and we discover that all that's gone before was a flashback story told by Tintin to Captain Haddock. But no sooner has Tintin finished recounting his tale than he learns of Chang's latest predicament and a new adventure begins. Nothing but trouble that Chang!



A TYPICAL TEENAGER?

Tintin In Tibet sees our little Belgian hero wade his way through a host of challenges ranging from climbing up mountains to running down rock faces to exploring through plane wreckage. In fact, is there anything the little truffle can't do? When I was his age I could barely ride my bike without stabilisers and here he is diving in rivers to save le renard de blanc, Snowy, or scaling icy inclines with a ball of wool and a pair of slippers.

(ABOVE) Goody-goody Tintin panics blindly 'cos his library books are five minutes overdue!

COMMENT

SIMON

I don't really share Shaun's opinion about Tintin because I really quite enjoyed myself. It follows very closely to the original vein of the book and is animated exactly in the Tintin style-e. Admittedly, play can get a little frustrating at times, but on the whole it's very enjoyable. The main reason for this is that Tintin In Tibet breaks the mould of a million other platformers and asks you to do something a touch different. The little Belgian detective isn't going to set the Super NES world on fire, but if you're bored of boss after boss and fancy a little problem solving, then Tintin could be the fella for you.

HIT THAT PERFECT BEAT...

Another unique feature of Tintin is the fact that there are no end-of-level bosses to defeat. Indeed, rather than the endless 'jump on the nasty's head a few times' gameplay seen in most platform games, some levels centre more around puzzle solving. A good example of this is when Tintin has to pit his wits against against some Tibetan monks – the monks beat out a sequence on their drums and it's up to Tintin to be able to repeat the sequence without making a mistake.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION			■	■
CHALLENGE				■
REFLEXES			■	■
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY			■	■
WEEK				■
MONTH		■	■	■
YEAR			■	■

GRAPHICS — 85

▲ Great graphics and smooth gameplay.

SOUND — 78

▲ Run-of-the-mill stuff.

PLAYABILITY — 77

▲ Contains play elements that are original.

▼ Can be a little on the frustrating side.

LASTABILITY — 81

▲ 13 large levels offer great variety.

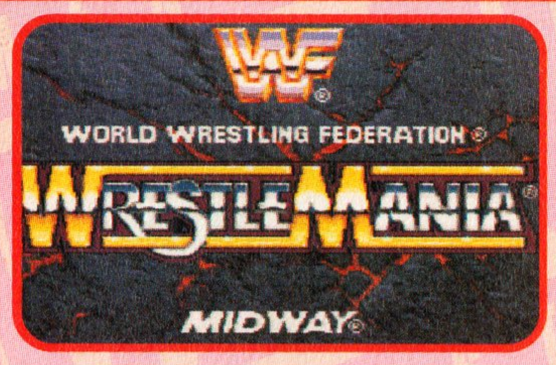
▼ Sometimes it can get annoyingly frustrating.

OVERALL — 79

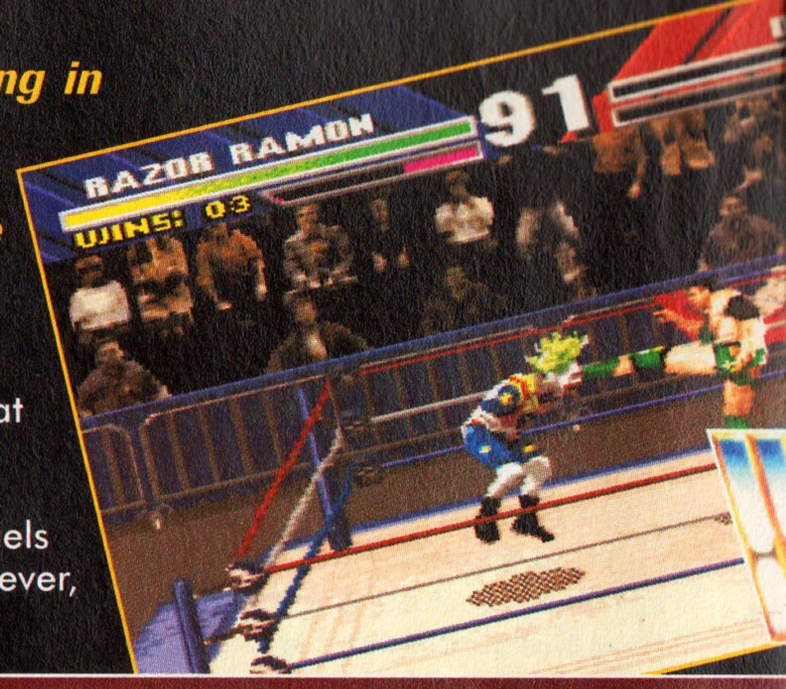
Tintin looks great and offers an extremely high challenge, but it can also be very annoying and slightly tedious.

REVIEW

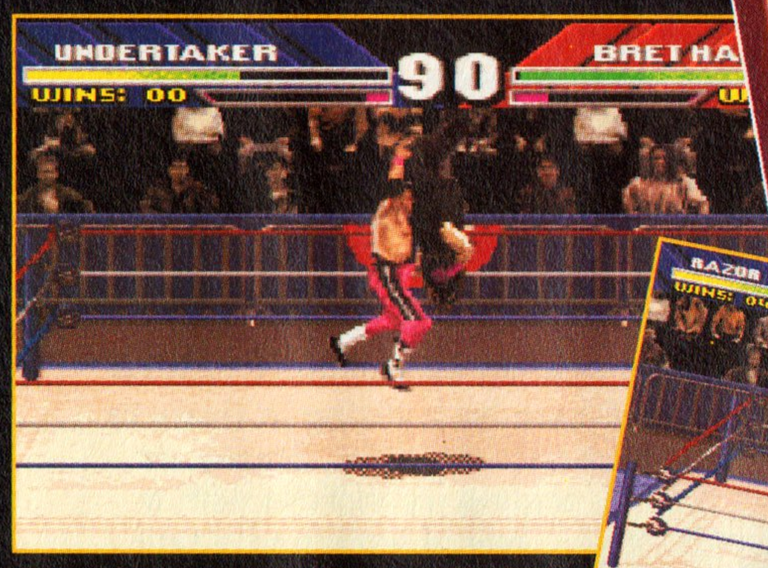
SUPER NINTENDO ENTERTAINMENT SYSTEM

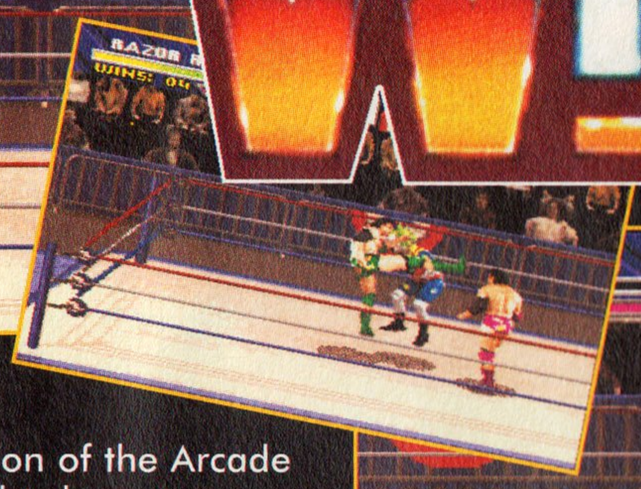


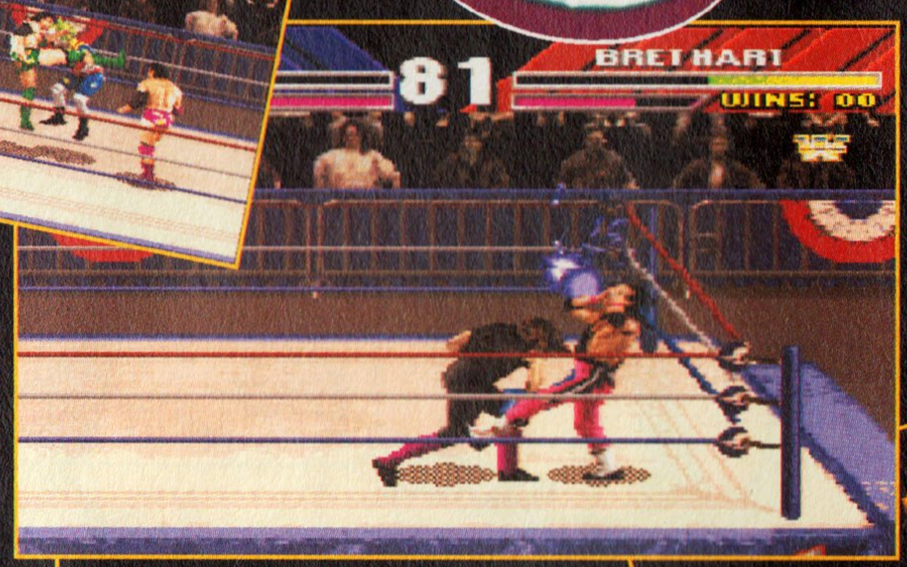
Why would anyone want to prance around in a ring in front of millions of viewer wearing a ridiculous costume and make up? Beats me, but every week the stars from the WWF do it for a living. Oh well as the saying goes, if you can't beat 'em, join 'em!



Okay, so they look pretty damn stupid in their lycra costumes, but wrestling in the States is huge business. Like everything that enjoys a modicum of success the marketing bandwagon soon rolls in. And it's the usual case of absolute pap that sells, but along with the WWF days of the week pants and Shawn Michaels autographed hairdryers comes the inevitable videogame. However, in WWF Wrestlemania's case this is its third visit to the ring and apparently its undergone another facelift.

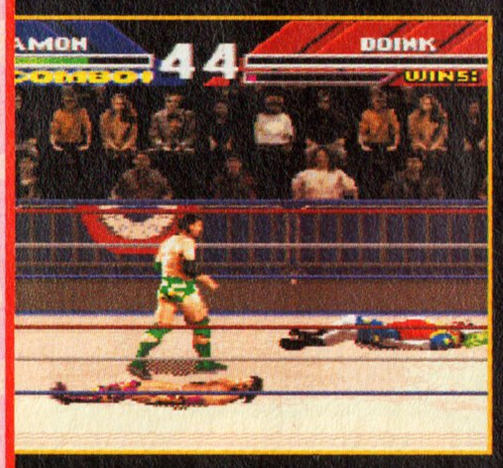


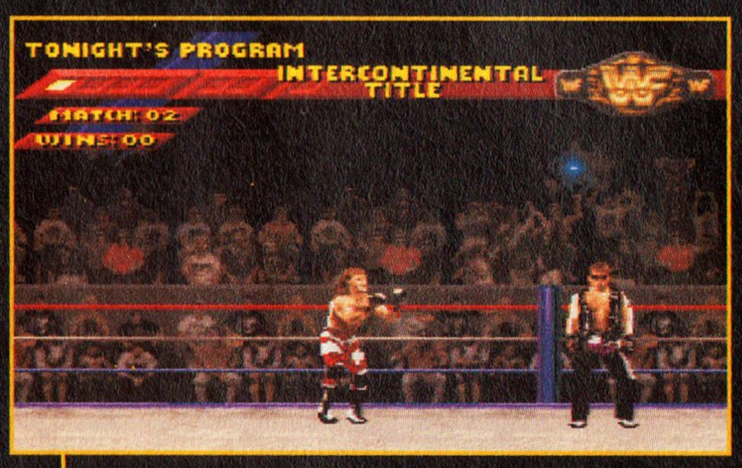


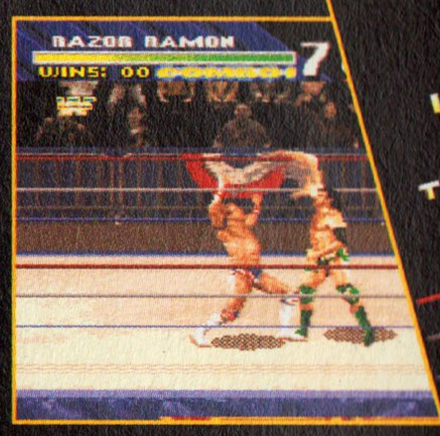


GET IN THE RING!

WWF Wrestlemania is a conversion of the Arcade game and features six of the eight characters; Doink, Lex Luger, Shawn Michaels, The Undertaker, Razor Ramon and Bret Hart luckily make the cut, but out tumbles Bam Bam Bigelow and Yokazuna. Apart from them being the crappest characters, the programmers removed them so free vital memory so the game could remain close to its arcade roots.

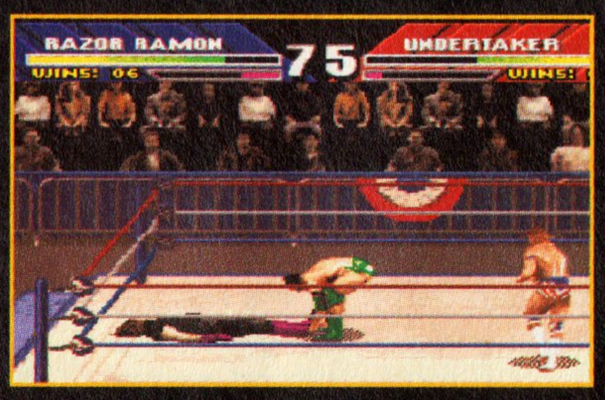


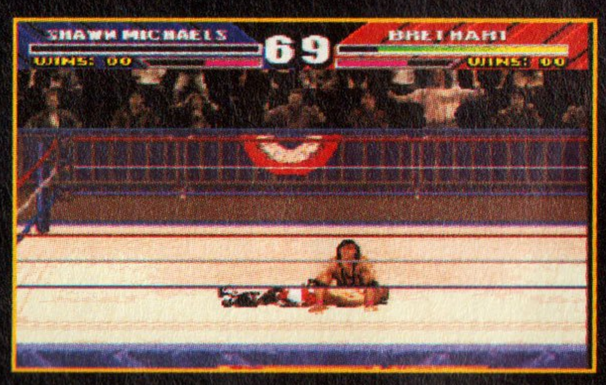




BELT UP WILL YOU!

Players have two gameplay modes from which to choose. The Intercontinental Belt is the first option which sees you start with a few matches one on one. However, it's not too long before you go up against two and finally a one on three battle before you are declared the winner. The second mode lets you go for the World Federation Belt which follows a similar fight pattern to the Intercontinental mode except you're expected to go one on three more frequently. This is the biggest prize in the wrestling world so make sure you are up for the challenge before getting into the ring with one of these fat, smelly, animals that want nothing more than to send you to the morgue.





CART SPEC

- **BY:** ACCLAIM
- **PRICE:** £49.99
- **RELEASE:** NOVEMBER
- **GAME TYPE:** BEAT-'EM-UP
- **CART SIZE:** 32 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1-2
- **HEAD TO HEAD:** Oh yeah
- **BATTERY BACKUP:** No
- **CONTINUES:** Yes
- **OPTIONS:** Difficulty setting

GAME INFO

- **GAME ORIGIN:** Fat men wearing lycra for fun.with silly haircuts
- **GAME DIFFICULTY:** Average
- **SCORE TO BEAT:** Win Intercontinental Belt
- **ALTERNATIVES:** WWF Raw, Saturday Night Slam Masters

GAME CONTROL

- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Good

X — Fierce punch

A — Fierce punch

B — Weak punch

Y — Weak punch

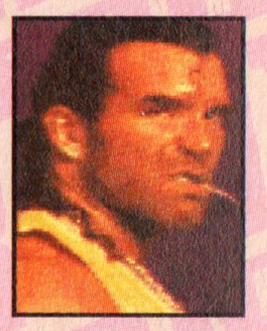
L/R — L: Block, R: Block

S — Start: Pause, Select: Not used

GAME CREDITS

- **DEVELOPED BY:** MIDWAY
- **DISTRIBUTED BY:** ACCLAIM
- **MADE IN:** USA
- **ARTWORK:** © ACCLAIM

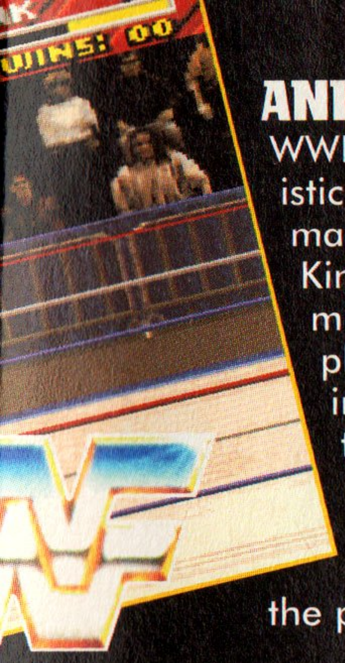
COMMENT

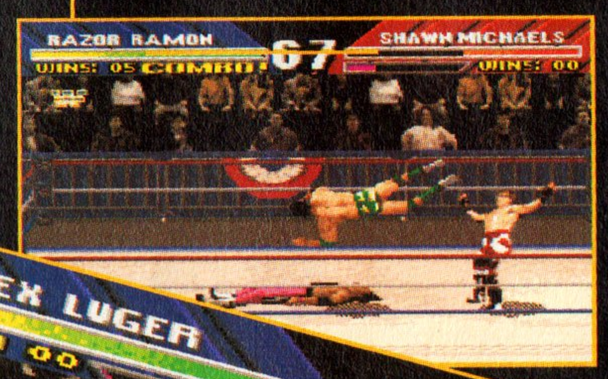


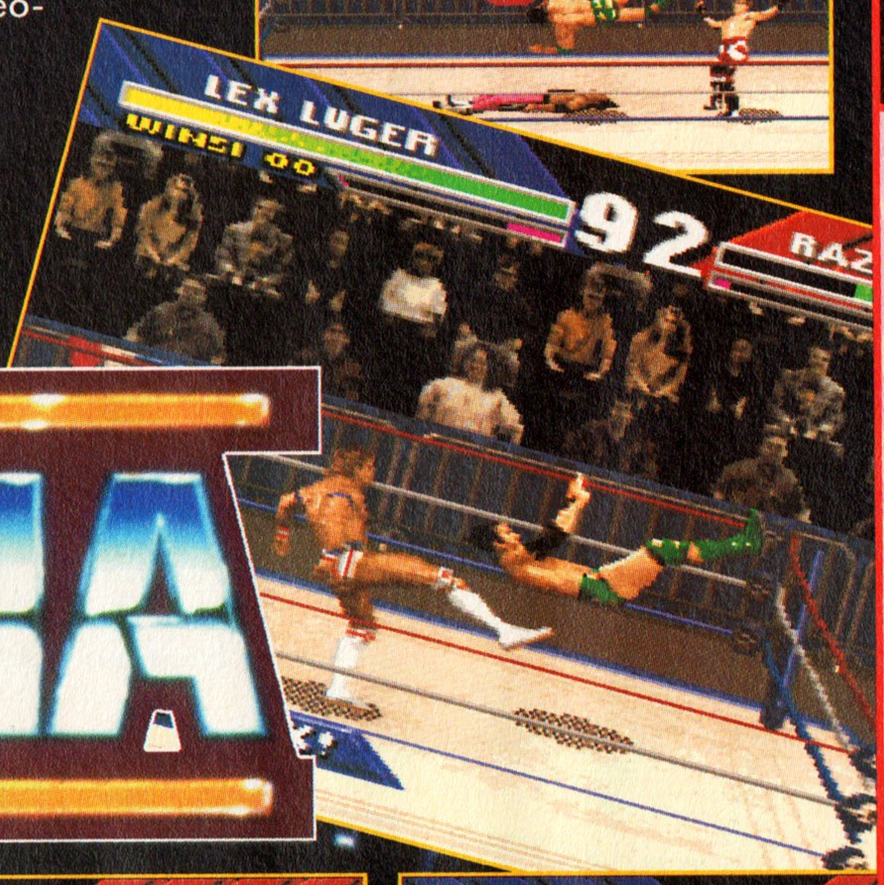
SIMON Hmm, dubious was the word that sprung to mind when another hug fest half-nelsoned its way into the NMS wrestlebowl. Having endured the first two it's difficult not to approach this third visit without a slightly jaundiced mind. However, this is by far the best and the tarting up and general speed of play have definitely paid off for Acclaim. Okay, there's only six examples of how to wear tight lycra in this version but they're well animated and have a wide enough variety of moves to stimulate some interest. It's worth pointing out, however, that this interest may wain pretty quickly because play is just too samey to really get you in the mood for a real grapple.

AND IN THE BLUE CORNER...

WWF has a lot of nice touches which give it a very realistic feel. None more so than the commentary which is made up of samples of Vince McMahon and Jerry 'The King' Lawler. Who? We hear you scream. Well, they might jack to you, but believe us, these people are as important to the Americans as invading the Third World. Just for jolly they've also thrown in the wrestling anthem which pumps out as your twenty-five stone lump of testosterone enters the ring. It all helps to create the perfect wrestling experience you know.







REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ Wrestlers look incredibly realistic due to the digitised sprites.

▼ Background is very basic with little response from the crowd.

87

SOUND

▲ Good sound effects and excellent commentary.

84

PLAYABILITY

▲ Good response from hand controller and good variation of moves.

86

LASTABILITY

▲ Two tournaments that get increasingly difficult.

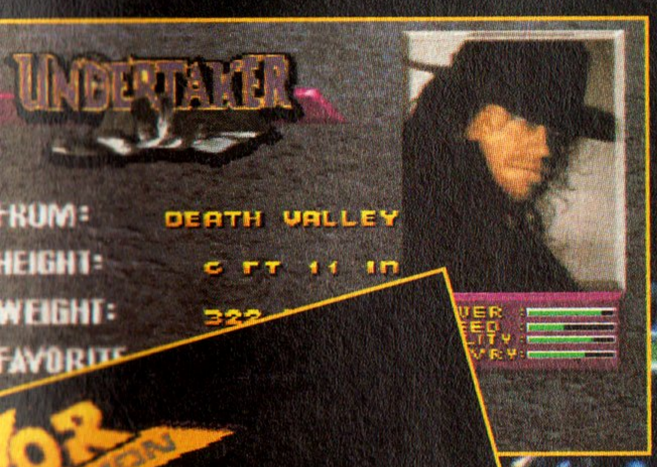
▼ Shame there are only six characters.

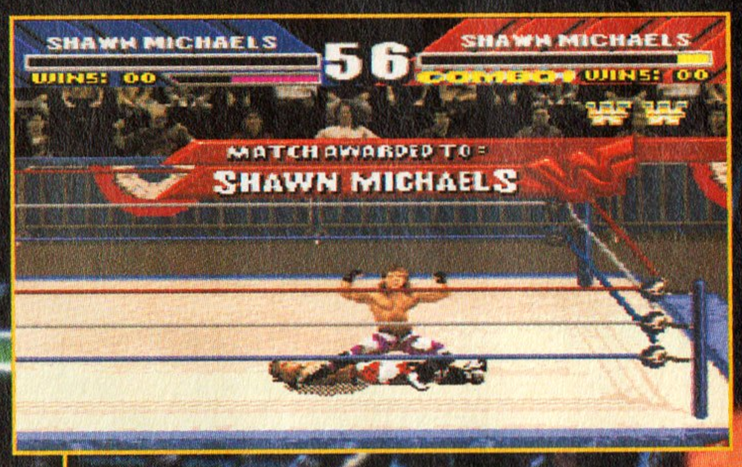
82

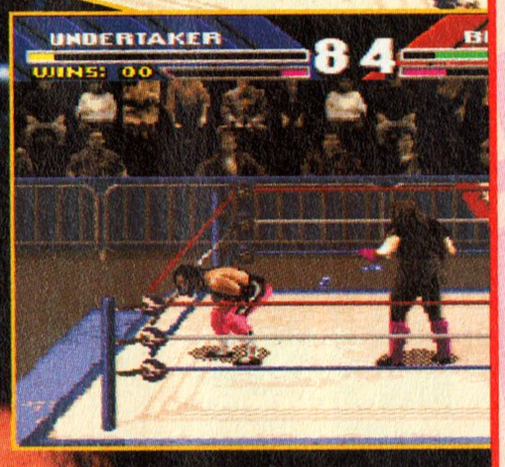
OVERALL

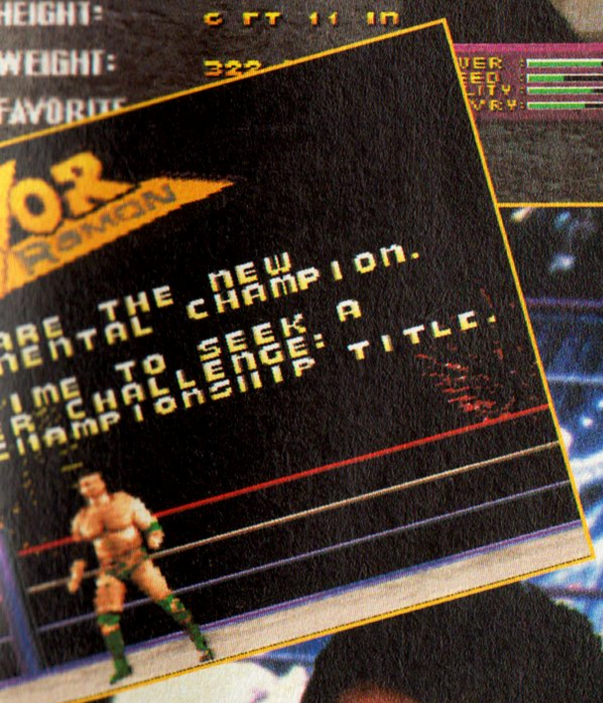
A great fun game to play but it could do with more characters and all wrestling games should have a Tag mode.

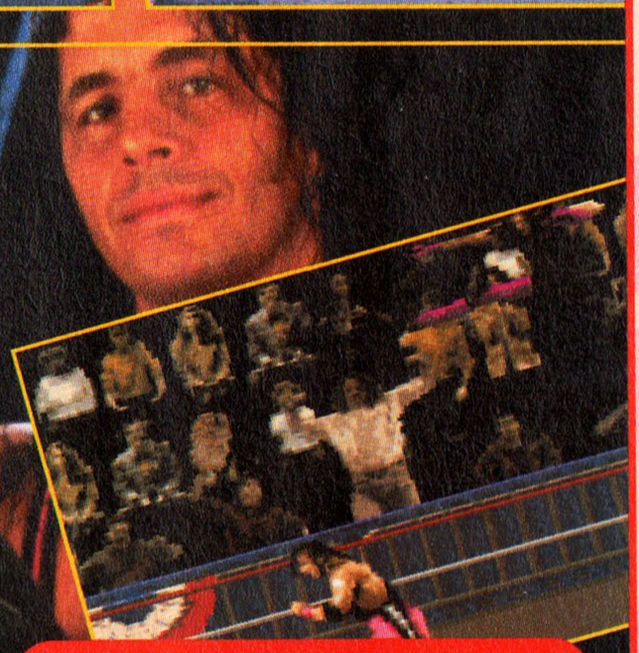
85

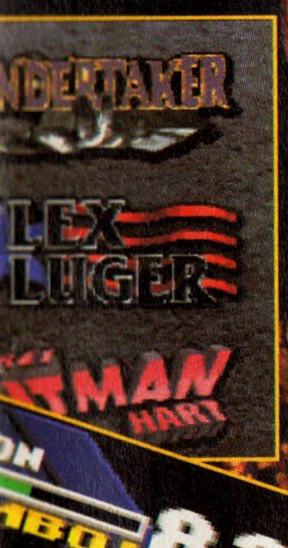


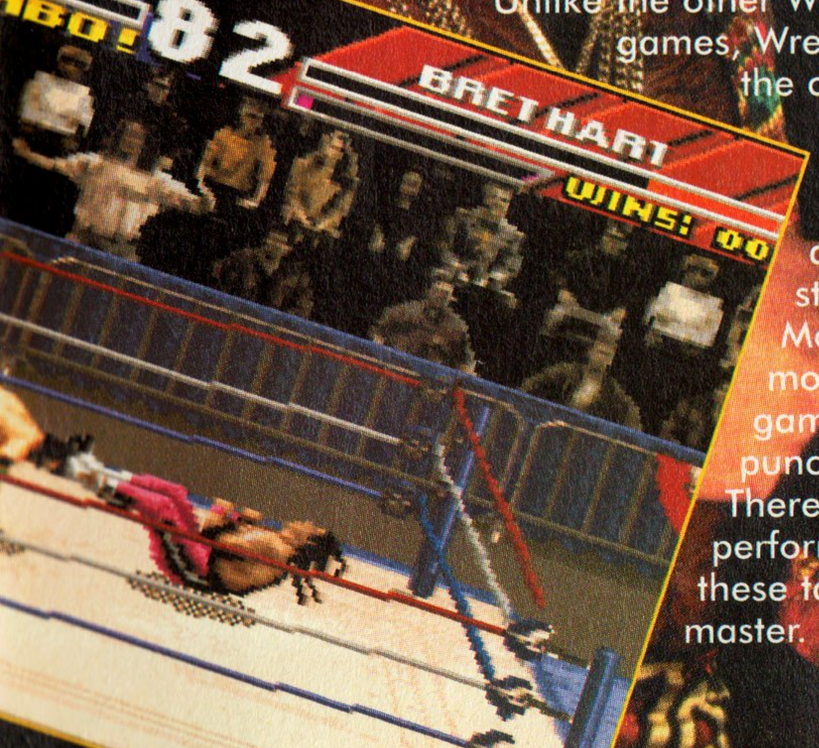








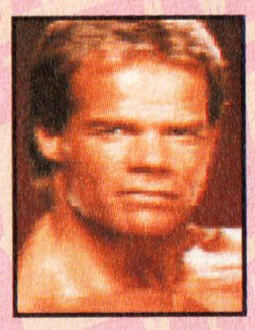




IS THAT A MALLET IN YOUR TROUSERS?

Unlike the other WWF wrestling games, Wrestlemania plays more like the conventional one on one beat-'em-up by adding more special moves than usual. The moves are activated in similar style to Street Fighter and Mortal Kombat and add more enjoyment to the game than just the standard punch and kick routine. There's now also the option to perform combos, although these take quite some time to master.

COMMENT



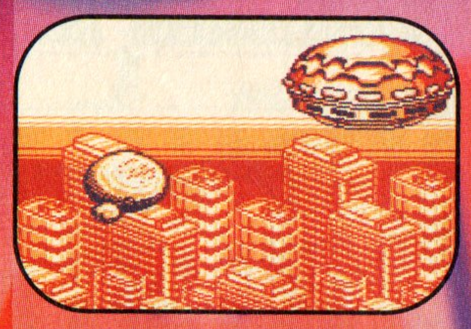
SHAUN WWF is still as popular as ever and sales of the video games backs this up. But why release another version? Well,.it has to be said that the embellishments do make a difference and for once the gameplay has a pace to it. Unlike the previous titles where the wrestlers plodded around the ring as though they didn't really feel like a wrestle, but might just strain themselves into hugging one another. It's unfortunate that there are only six characters to choose from but that's the price you have to pay to ensure the remainder of the game is as close to the arcade version as possible. Still, overall it's a great game if possibly a little limiting.

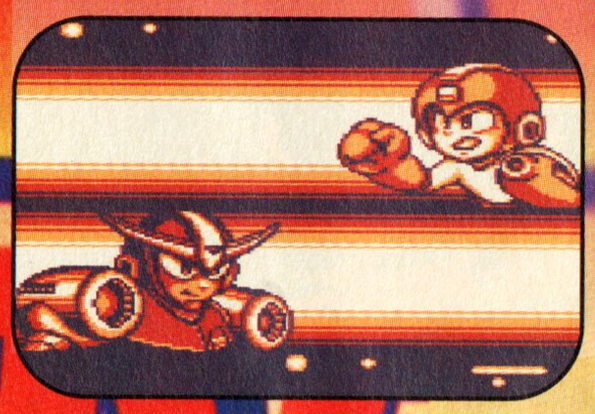
REVIEW

GAME BOY

MEGAMAN 4

Megaman is huge in Japan selling by the bucket load, whether it's on the Super NES or Game Boy. Strangely enough he isn't that popular over here, but Marubeni don't give a toss in the slightest as they bring you Megaman 4.





It doesn't matter how many times our hero goes up against Dr Wily, he always returns with something bigger and badder to thwart Megaman. Luckily, until now our tin hero has been able to keep the peace, but this time Dr Wily has returned with a new secret weapon up his snotty sleeve by the name of Ballade. Dr Right, however, also has something lodged the wrong side of his shirt cuffs to help you, but you'll have to do some work first.

CART SPEC

- **BY:** MARUBENI
- **PRICE:** £24.99
- **RELEASE:** NOVEMBER
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 4 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Password
- **CONTINUES:** Yes
- **OPTIONS** Turn it off!

GAME INFO

- **GAME ORIGIN:** Super-hero that never learned to duck.
- **GAME DIFFICULTY:** Hard.
- **SCORE TO BEAT:** Complete the first four levels feeling sane
- **ALTERNATIVES:** Megaman 1, 2 and 3. In fact any of them!

SUPER GAME BOY

- **ADDITIONAL FEATURES:** Nothing of any real interest.

GAME CONTROL

- **CONTROLLER:** Game Boy
- **RESPONSE:** Good

A Jump

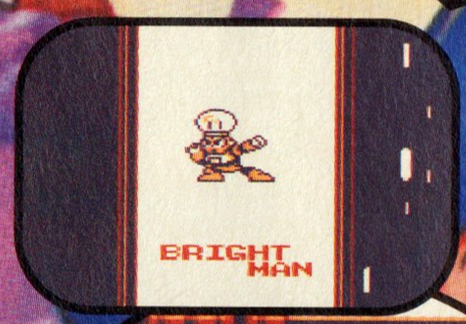
B Fire

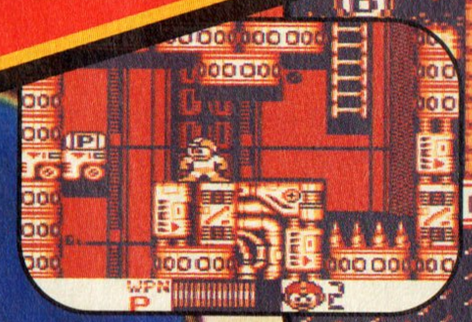
S Start: Weapon select/ pauses game

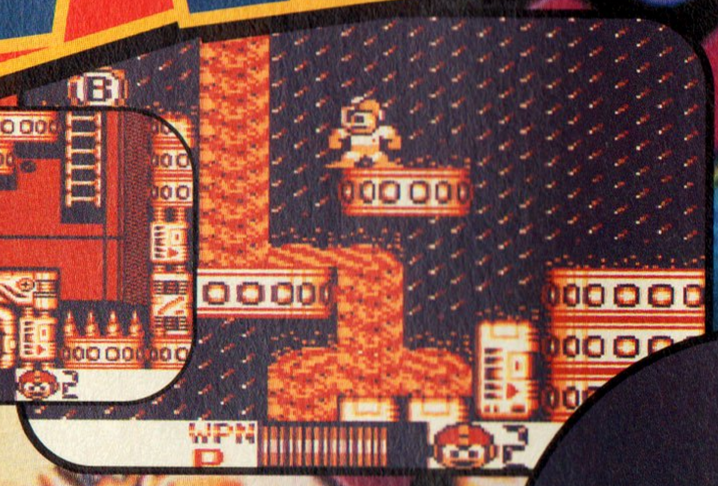
S Select: No function

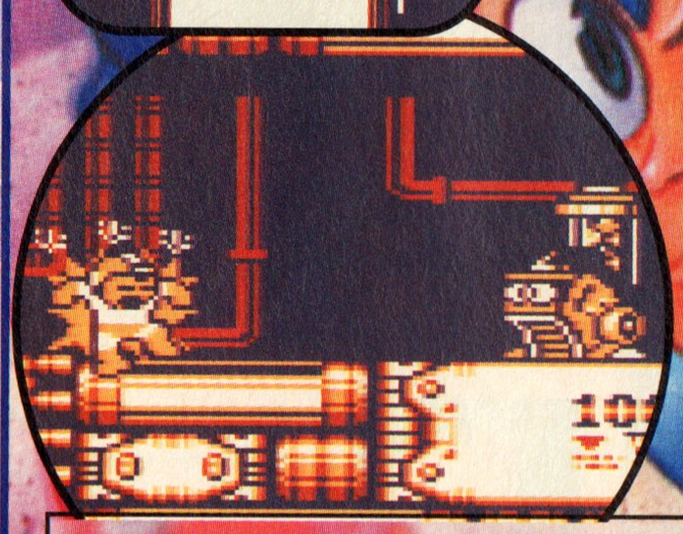
GAME CREDITS

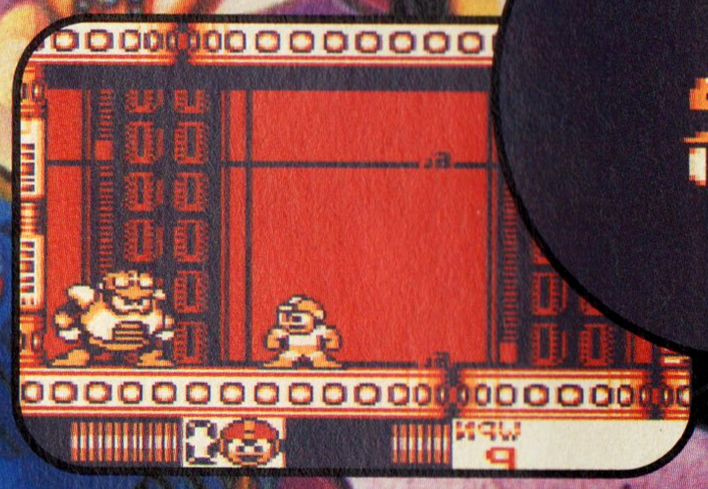
- **DEVELOPED BY:** CAPCOM
- **DISTRIBUTED BY:** MARUBENI
- **MADE IN:** JAPAN
- **ARTWORK:** © CAPCOM





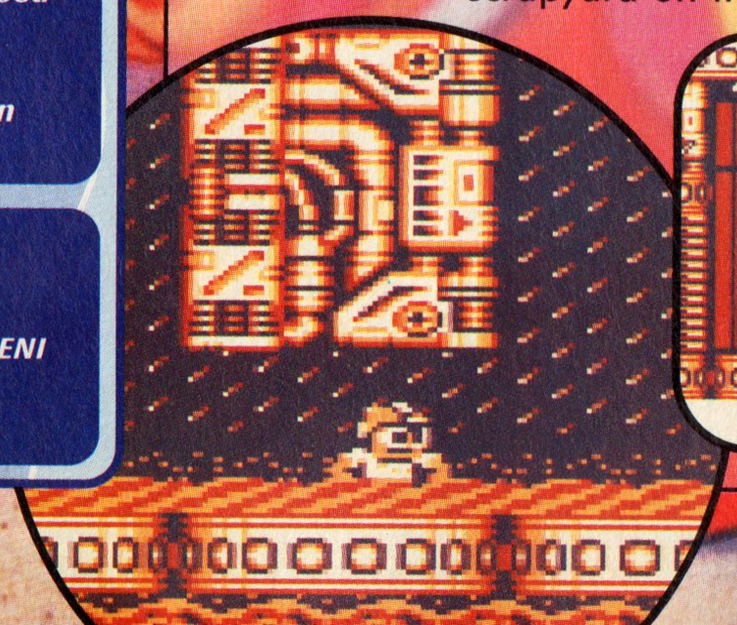


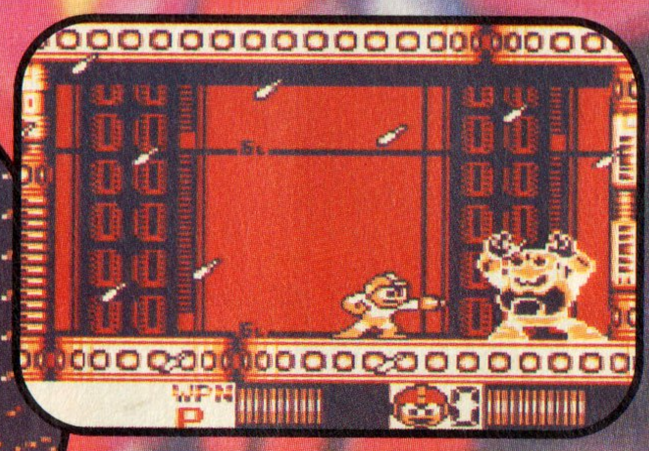




OUTER THIS WORLD...

From the far flung reaches of outer space, man's greatest and latest threat is about to set a tentitively evil foot on Earth. Hordes of alien robots have swarmed down from the heavens and there's nothing anyone on Earth can do about it. That is anyone except Megaman. Megaman has to search the galaxy for alien gems and construct the ultimate Mega Arm weapon and blast the enemies back to the metallic scrapyard on the other side of the galaxy.





COMMENT

SHAUN

Although this is a complete new adventure, you always get the feeling you've seen it all before. Okay, there are some new features that help the game, none more so than the new Power Shot which hopefully puts a stop to the sore thumb syndrome that has plagued Mega Man. Anyway, it still seems like deja vu. One major frustration is with the password system which gives you a code and subsequently puts you back to the start of the level. Overall it ranks with the rest of the Megaman games, not bad but hardly a classic.

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION				■
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK			■	
MONTH			■	
YEAR		■		

GRAPHICS — 81

▲ Nice sized character and large bosses make this easy to play on Game Boy.

▼ Background dark and basic and pretty boring to boot.

SOUND — 77

▼ Shooting effects sound very tinny and distorted.

PLAYABILITY — 78

▲ Nice feel and good response. Power Shot is a real bonus.

▼ Slows down quite frequently when jumping obstacles.

LASTABILITY — 78

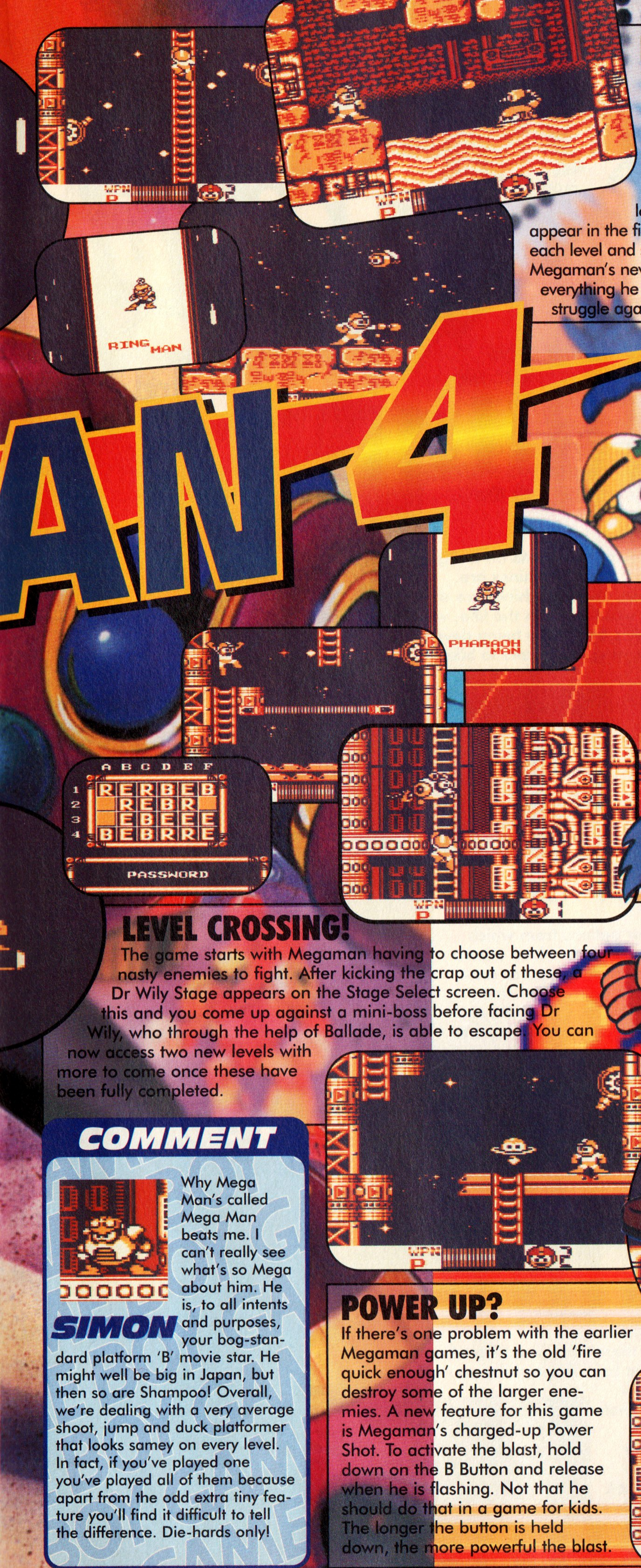
▲ 13 levels and some mega tough bosses to keep you occupied for hours.

▼ Not enough save points during levels, so always a strong possibility of you giving up before completing play.

OVERALL — 79

A game full of challenge but lacks any real excitement. If you like the others you should have no real complaints but why you should need anymore than one of the collection beats us.

MEGAMAN 4



BEAT IT!

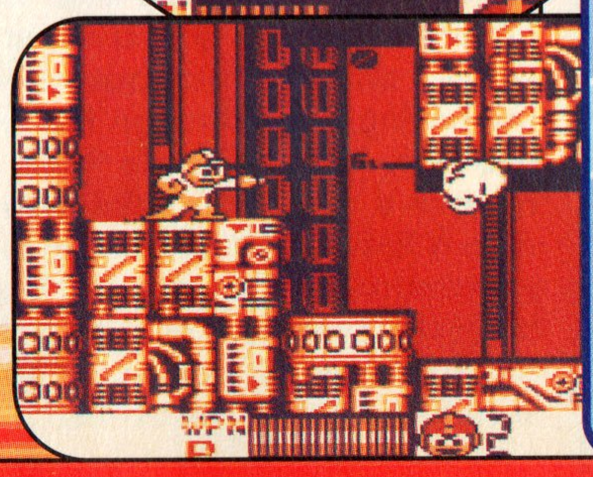
After defeating the Boss at the end of every level, Megaman receives a new stronger weapon that comes in handy when you have to fight the next, inevitably bigger, boss. Also look out for the letters that appear in the first four levels. There's one in each level and spell the word BEAT. Beat is Megaman's new companion and he'll do everything he can to help Megaman in his struggle against Dr Wily and his cohorts.

LEVEL CROSSING!

The game starts with Megaman having to choose between four nasty enemies to fight. After kicking the crap out of these, a Dr Wily Stage appears on the Stage Select screen. Choose this and you come up against a mini-boss before facing Dr Wily, who through the help of Ballade, is able to escape. You can now access two new levels with more to come once these have been fully completed.

POWER UP?

If there's one problem with the earlier Megaman games, it's the old 'fire quick enough' chestnut so you can destroy some of the larger enemies. A new feature for this game is Megaman's charged-up Power Shot. To activate the blast, hold down on the B Button and release when he is flashing. Not that he should do that in a game for kids. The longer the button is held down, the more powerful the blast.



COMMENT

SIMON

Why Mega Man's called Mega Man beats me. I can't really see what's so Mega about him. He is, to all intents and purposes, your bog-standard platform 'B' movie star. He might well be big in Japan, but then so are Shampoo! Overall, we're dealing with a very average shoot, jump and duck platformer that looks samey on every level. In fact, if you've played one you've played all of them because apart from the odd extra tiny feature you'll find it difficult to tell the difference. Die-hards only!

REVIEW

GAME BOY

CART SPEC
- **BY:** OCEAN
- **PRICE:** TBA
- **RELEASE:** DECEMBER
- **GAME TYPE:** RACING
- **CART SIZE:** 4 MEG

GAME FEATURES
- **NO. OF PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** 3 lives
- **OPTIONS:** Not really

GAME INFO
- **GAME ORIGIN:** Game converted from 16-bit
- **GAME DIFFICULTY:** Average
- **SCORE TO BEAT:** First ten tracks
- **ALTERNATIVES:** Micro Machines

SUPER GAME BOY
- **ADDITIONAL FEATURES:**

GAME CONTROL
- **CONTROLLER:** Game Boy
- **RESPONSE:** Good

A Reverse

B Forwards

S Start: Starts/pauses

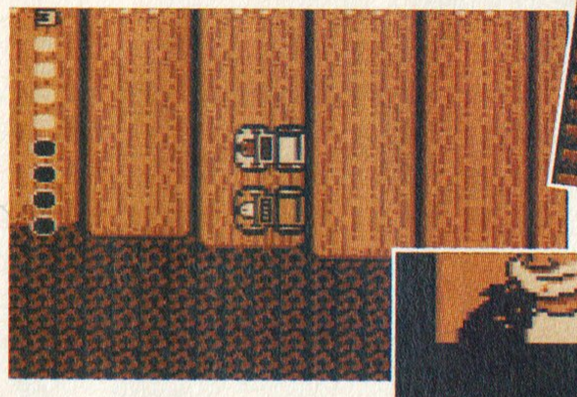
S Select: No function

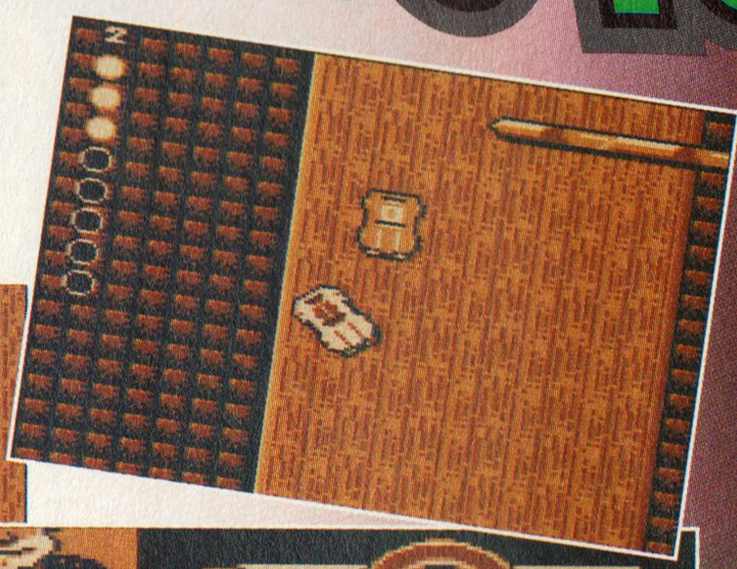
GAME CREDITS
- **DEVELOPED BY:** CODEMASTERS
- **DISTRIBUTED BY:** OCEAN
- **MADE IN:** UK
- **ARTWORK:** © OCEAN

Micro Machines 2 TURBO TOURNAMENT

It's time to get incredibly micro as those crazy little machines that seem to have a mind of their own return to the Game Boy. Micro Machines has been a great success since it's original release and doesn't seem to show any sign of slowing up. So let's spray ourselves with shrinking powder and clamber into the drivers seat.

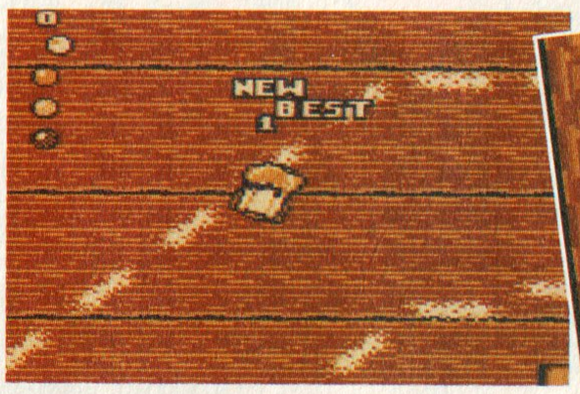
I can't believe that anyone that reads NMS on a regular basis doesn't know what Micro Machines are. For the new reader out there, Micro Machines are a range of extremely small, hence the word micro in the title, vehicles that started life as a children's toy before being developed into a video game. Vehicles range from cars to bikes to helicopters and all have their own driving style.

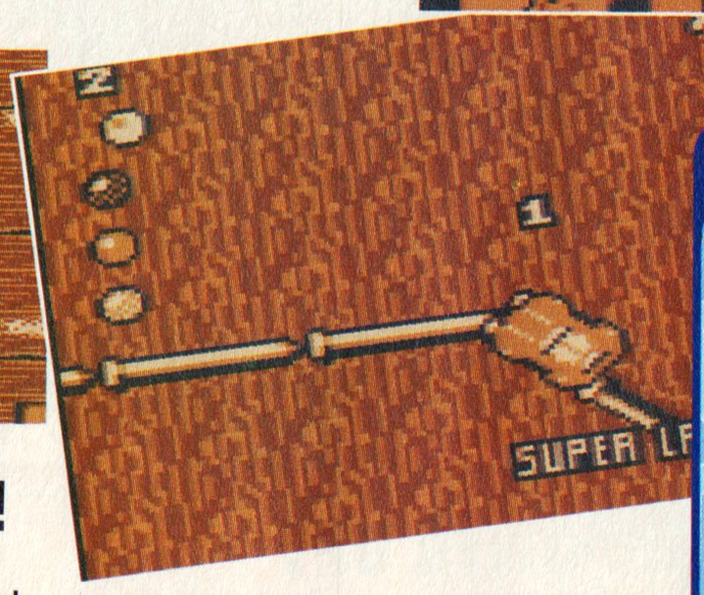




MARKS SET GO!

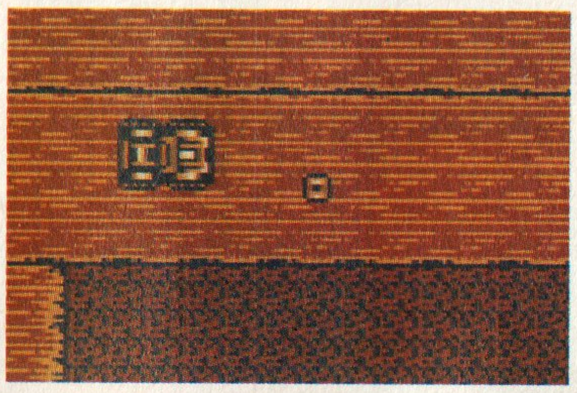
There's a variety of one player options from which to choose. The first is Challenge Mode which allows the player to compete against three computer controlled racers. The player has to finish either first or second in order to qualify for the next track. Players get three lives before being disqualified and have to start over again.





LAP IT UP!

For those that complete the first lap in an extremely fast time, there's the possibility of automatically qualifying by recording a Super Lap. This enables you to move straight onto the next race without having to go through the final two laps. Also, try to win three races in a row as this takes you onto a bonus challenge where you control a large Monster Truck and have to collect 30 extremely tiny supermicro machines in 30 seconds to gain an extra life.



COMMENT

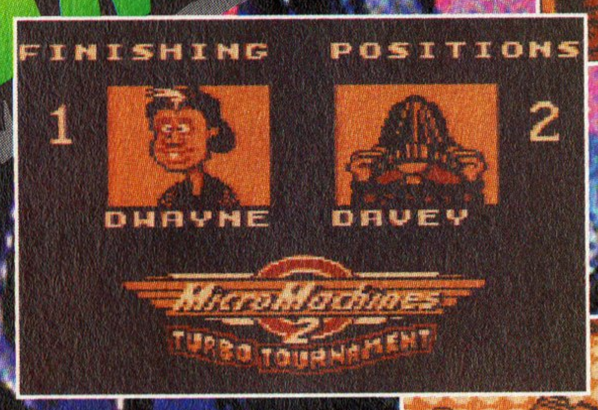
SHAUN

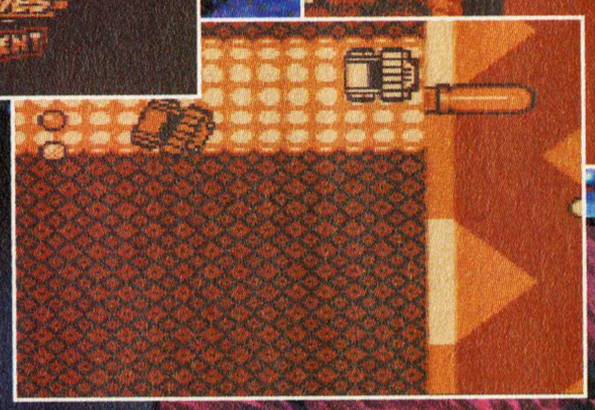
It's never easy reviewing a game on the Game Boy when you've played the Super NES version to death. But, I was pleasantly surprised at just how good the Game Boy version is. Okay, it doesn't look half as neat as its 16-bit counterpart, but the gameplay is excellent and the tracks are as close to the Super NES version as is Game Boyishly possible. There's a slight hint of slowdown which makes it slightly easier, but overall it's a great game which racing fans shouldn't pass up.

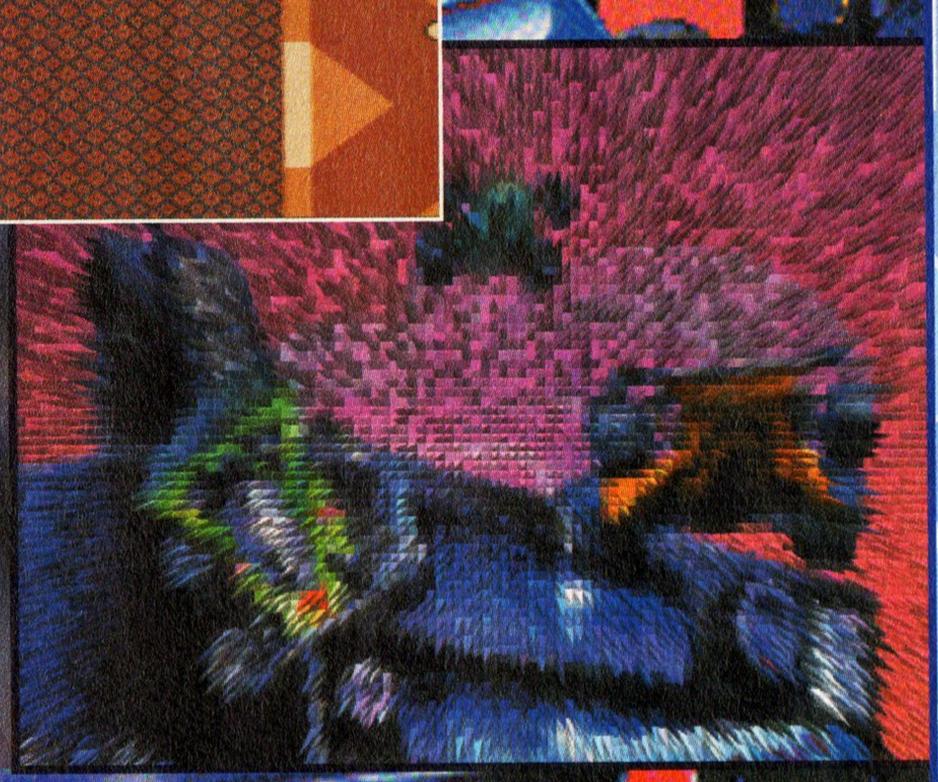
achines 2 URNAMENT

ONE ON ONE

For the player that wants to compete in a one-to-one contest, there's Head to Head mode. Both players start the race with four coloured lights which are the same colour as their vehicle. Both players compete to try and get to the top of the screen so the opponent lags behind. Every time a player loses a stage one of their lights changes colour. The race is over when a player loses all their lights or has the least amount at the end of the three laps. If the score is tied at the end of the three laps, the race is decided in a one leg winner takes all stage.

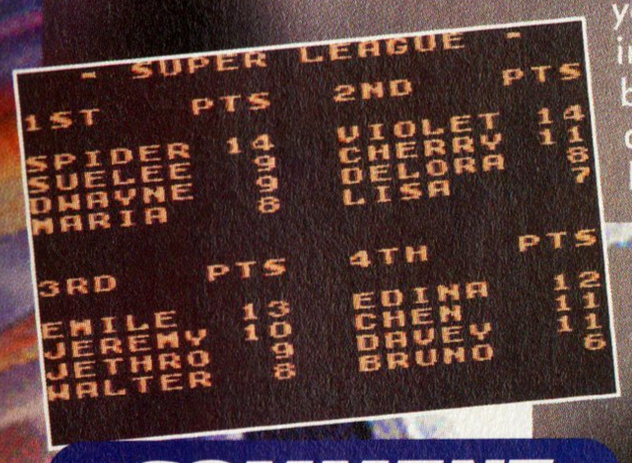






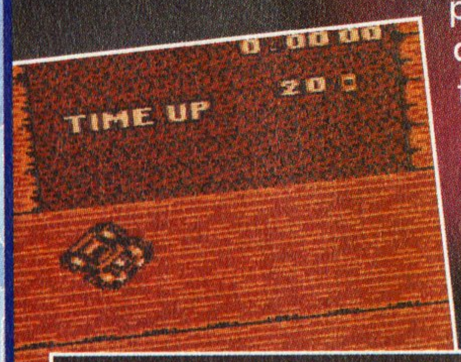
WE ARE THE CHAMPIONS!

The Super League option allows you to compete in four races and gain points depending on the position that you finish. There are four divisions all with four players with the scoring being four points for a win down to one for coming fourth. At the end of the four races, the points are added up with the winner of each division being promoted and last being relegated. Don't worry if you finish last in the league because you don't get kicked out.



GO TWO ON ONE!

Something that has always been a pain in the backside for Game Boy owners is that in order to play a two player game, it means that both players had to own a copy of the game to be able to link up. This option is still available but now Ocean have cleverly come up with a way of two players competing on one Game Boy. One player takes control by using the control pad and the other controls their vehicle by using the A and B buttons. Both cars accelerate automatically so both players only have the job of steering the cars. Perfecting this option requires the aid of alien tweezer hands which unless we've not been watching the Shopping Channel properly, aren't yet on the market.



COMMENT

SIMON I've always been a huge fan of this title on whatsoever format it's been released so a hand held Game Boy version seemed a handy portable extension with which to feed my MM addiction. While the lack of colour and detail to the backgrounds takes a little time to adjust to, that good old mate, playability, is still there smiling radiantly at you. There's loads of tracks to choose from, and although there's just a hint of slow-down it's still top fun. A must buy for any Game Boy owner.

REVIEW GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 83

▲ Nicely-sized sprites that don't blur on the Game Boy's screen.

▼ Lack of detail to backgrounds. Not Super Game Boy compatible.

SOUND — 81

▲ Good sound effects and the music isn't too bad.

▼ Sounds very tinny

PLAYABILITY — 86

▲ Easy play control makes it cinch to get to grips with.

▼ Two players on one Game Boy is virtually impossible.

LASTABILITY — 85

▲ Over nineteen courses to keep players amused for an eternity.

OVERALL — 85

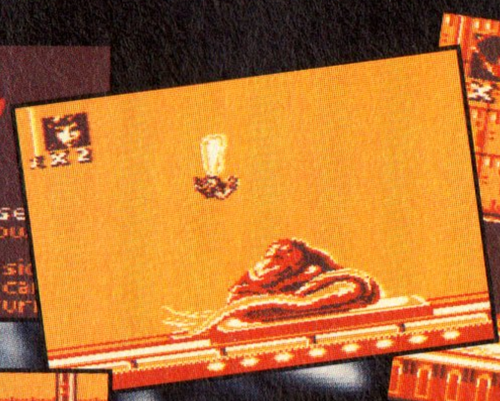
Slightly easier than the original but still equally as playable as ever. A great little racing game.

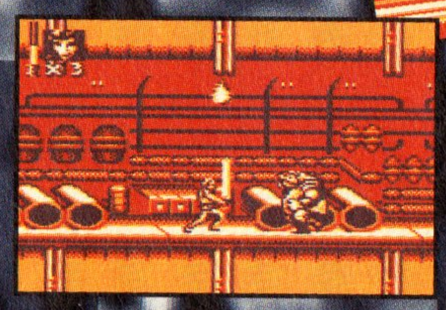
REVIEW
GAME BOY

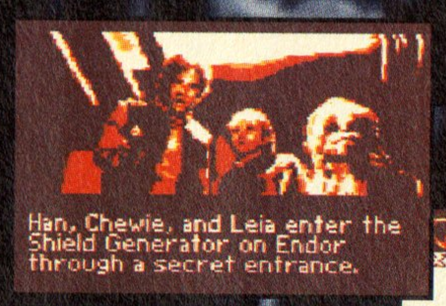
Commander, I hope for your sake the new Death Star will be completed by the time the Emperor arrives. He is not as forgiving as I am.

With the classic Star Wars trilogy recently brushed up and re-released on video and a brand new set of films in the pipeline, what better time for THQ to unveil another game set "a long time ago, in a galaxy far, far away..."? None, probably. They're clever like that these softcos, aren't they?

As Return Of The Jedi opens, things are not looking good for our brave Rebel chums. A stuffed and mounted Han Solo hangs on the wall in Jabba the Hutt's desert palace on Tatooine, the evil Emperor is rapidly building a new and even more powerful Death Star near the moon of Endor and you just can't get the spare parts for X-Wings these days. And now it's up to you, controlling Luke, Leia and the rest of the Star Wars gang, to embark on a platform-based adventure and rescue Han, destroy the Death Star and open an account at Halfords. (Actually, the last bit is a total lie. Sorry.)







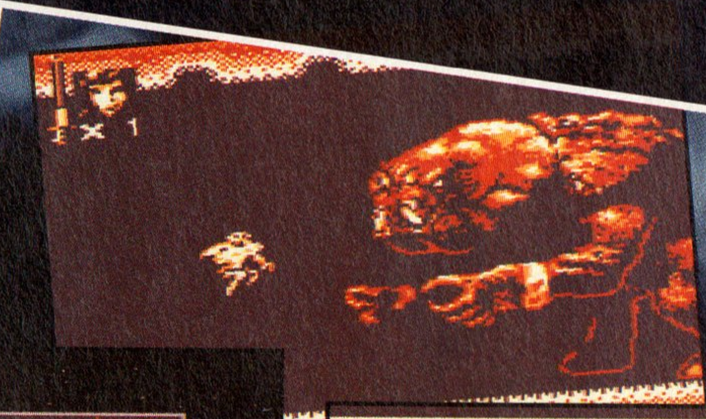
LEIA, WAIT FOR ME!

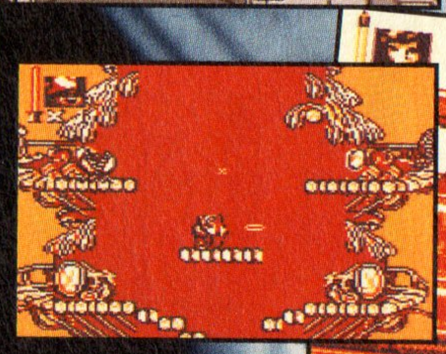
Although ROTJ is most definitely a platform game in the classic tradition (i.e. it's largely the same as almost every other platform game you've ever played), relief from the jumping n' shooting antics is provided by a Speeder Bike 3D shoot-'em-up bit and a Millennium Falcon 2D shoot-'em-up bit. Neither of 'em is up to much, if truth be told, but it makes for a pleasant change.

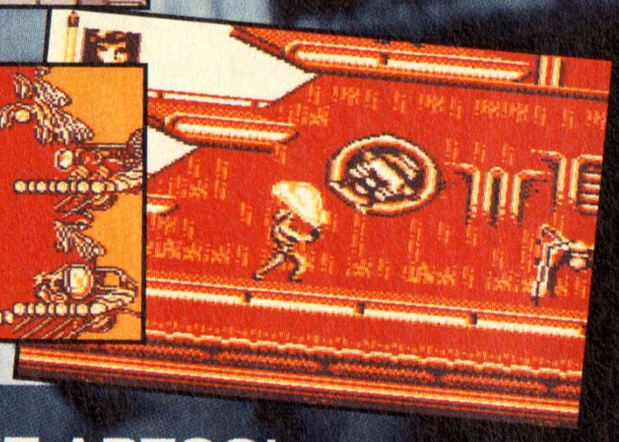
LAUGH IT UP, FUZZBALL!

Before the majority of the game's nine levels you're given the chance to choose which Star Wars hero (or heroine – let's not forget Leia) you'll play as. To be honest, each character behaves pretty much the same as the next so it doesn't really make that much difference to the gameplay. Still, it's always nice to have the option, isn't it? Baggsy I'm Han Solo...

Super STAR WARS RETURN OF THE JEDI







RATINGS

- **BY:** THQ
- **PRICE:** £29.99
- **RELEASE:** DECEMBER
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 4 MEG

GRAPHICS — 88

◆ Clear, instantly recognisable sprites and no nasty screen blurring to spoil the fun.

SOUND — 84

◆ Good rendition of the Star Wars theme, but spot effects are bland.

PLAYABILITY — 88

◆ Excellently responsive control over the heroes, but it's perhaps a little too easy.

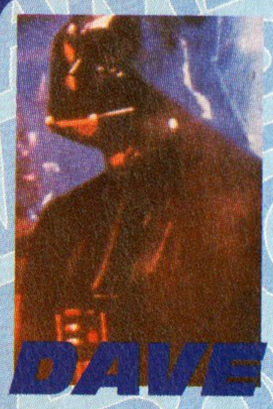
LASTABILITY — 78

◆ Big levels reward players who like exploring, but there's not enough of them.

OVERALL — 86

Extremely playable and entertaining platformer that makes for excellent – if brief – fun for Star Wars fans everywhere.

COMMENT



DAVE

My hat is off to THQ for producing such a remarkably faithful conversion of the excellent Super NES Jedi game. Okay, so it's not nearly as big (which, combined with the low difficulty setting, makes for disappointingly short-term fun) but the graphics and sound are great and it's immensely playable to boot. As a dedicated Star Wars nut I didn't come away disappointed, and if you're also a fan of the greatest movies ever made (and that's official) then you won't either.

I'VE LOST ARTOO!

...But if you manage to find him again, he comes in dead handy. He acts as a restart point, basically, so that when you die you don't have to trek through all the stuff you've seen before to get back to the interesting bits. You'll find him hidden away in several locations on every level, and simply by bumping into him you activate his frustration-relieving properties.

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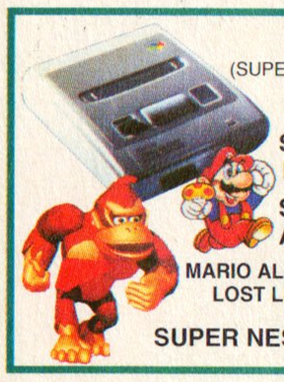

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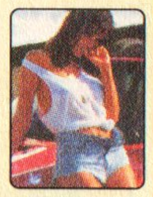

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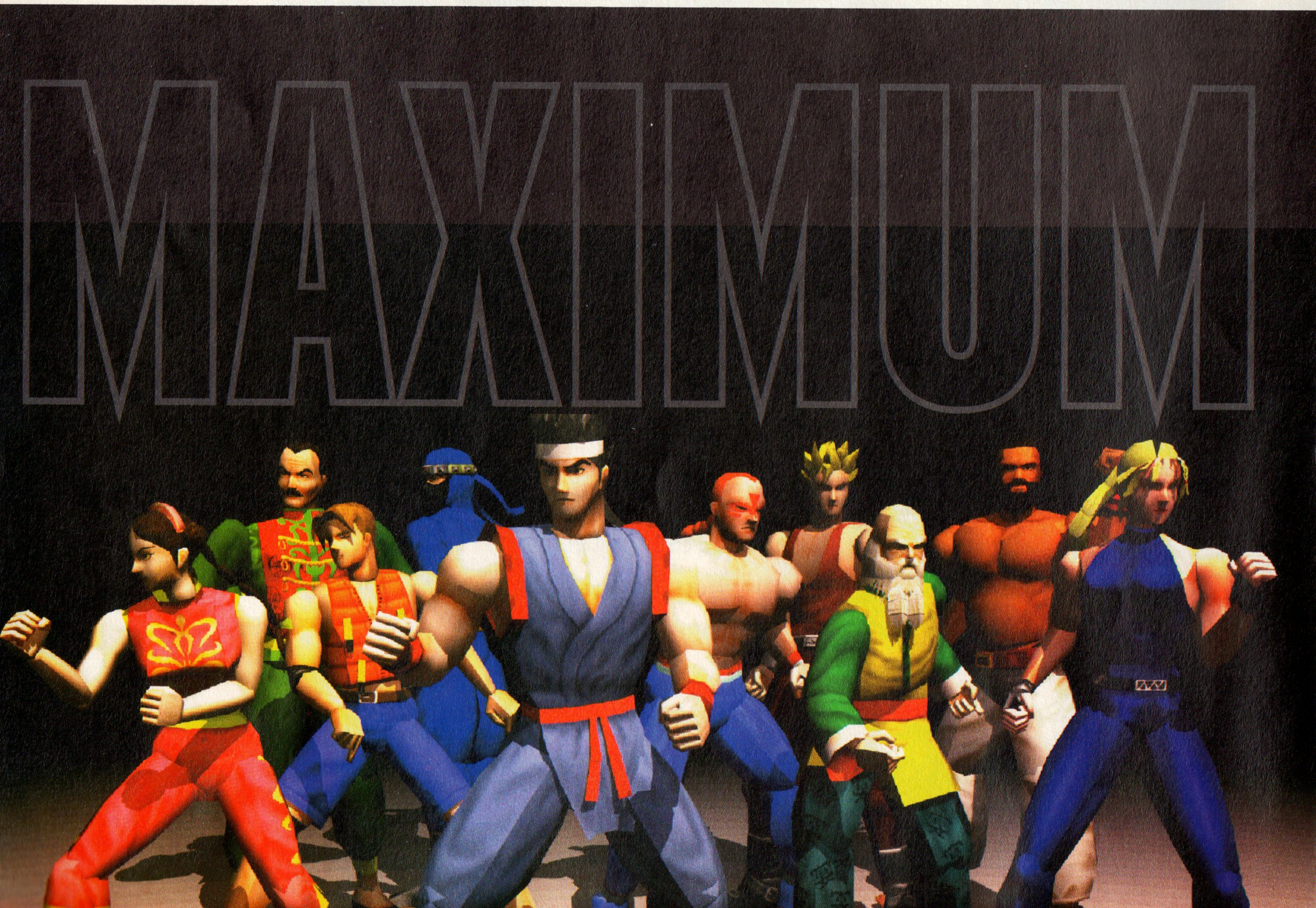


NHS SMALL TIPS

As much as I appreciate all your tips, it's now got to the point where I can take no more. We have an abundance of Killer Instinct and Mortal Kombat 3 hints and cheats hitting the door mat every day, and it's no fun opening a letter only to find it contains the same tip as the letter before. So please start sending in tips for some of the other new releases! The last two prize winners have been for these two games so it's highly unlikely these games will produce another winner.

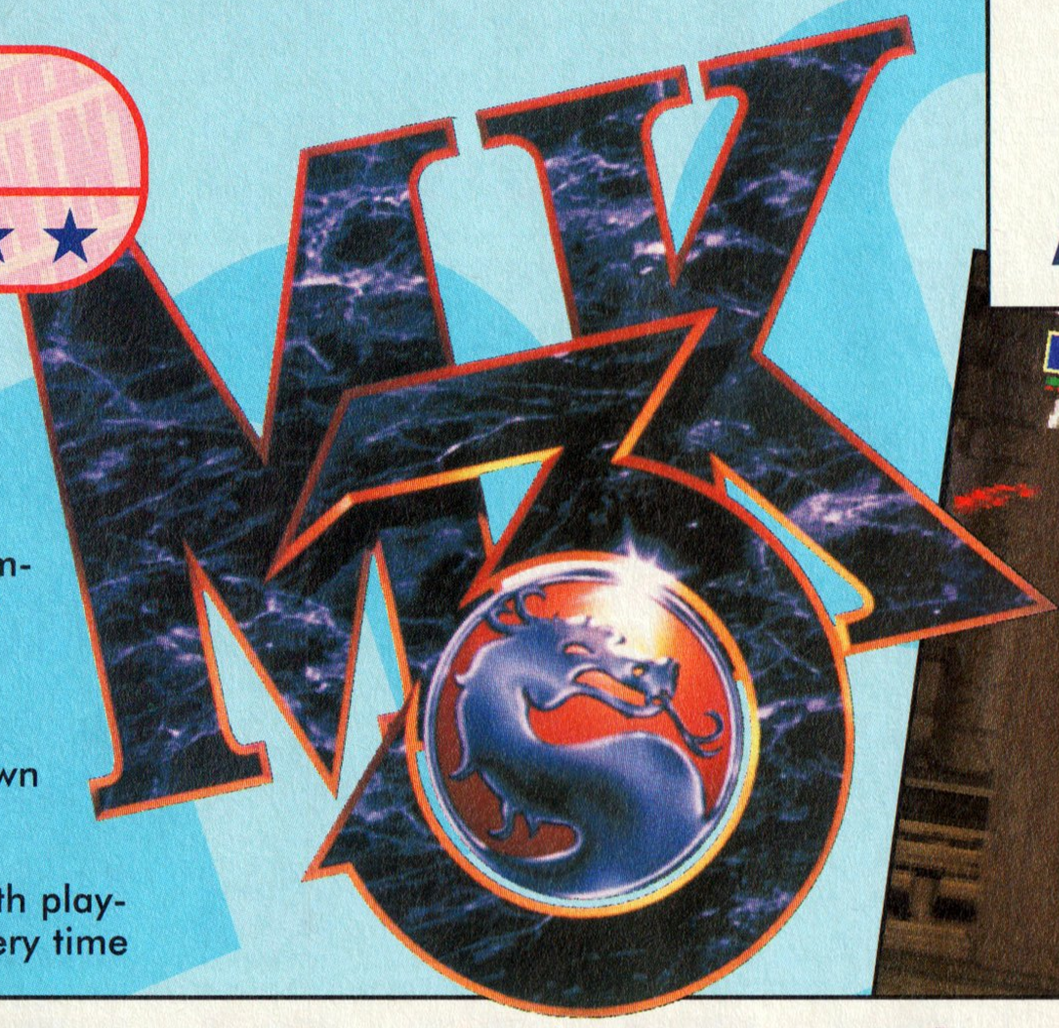
For the chance of winning two games from Konami, send your tips to: THIS NEW AND EXCITING TIP IS GOING TO BLOW YOUR SOCKS OFF, Small Tips, NMS, 30-32 Farringdon Lane, London EC1R 3AU. You know it makes sense...

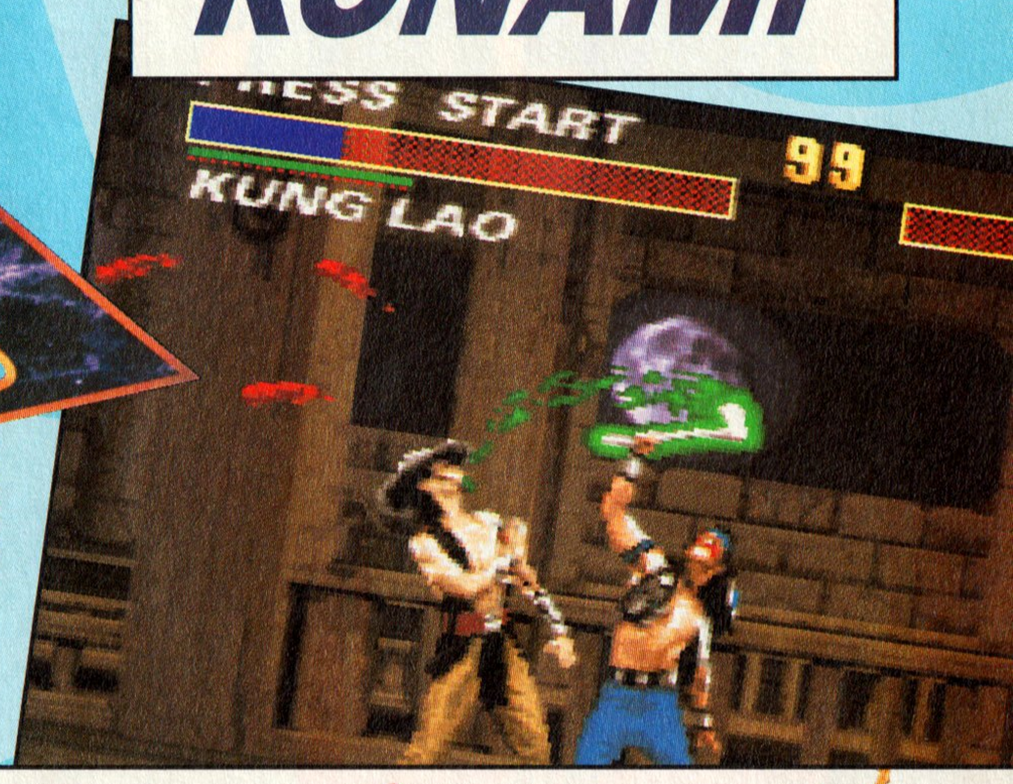
KONAMI

KOOL STUFF MODE

MORTAL KOMBAT III

SUPER NES ★★★★★



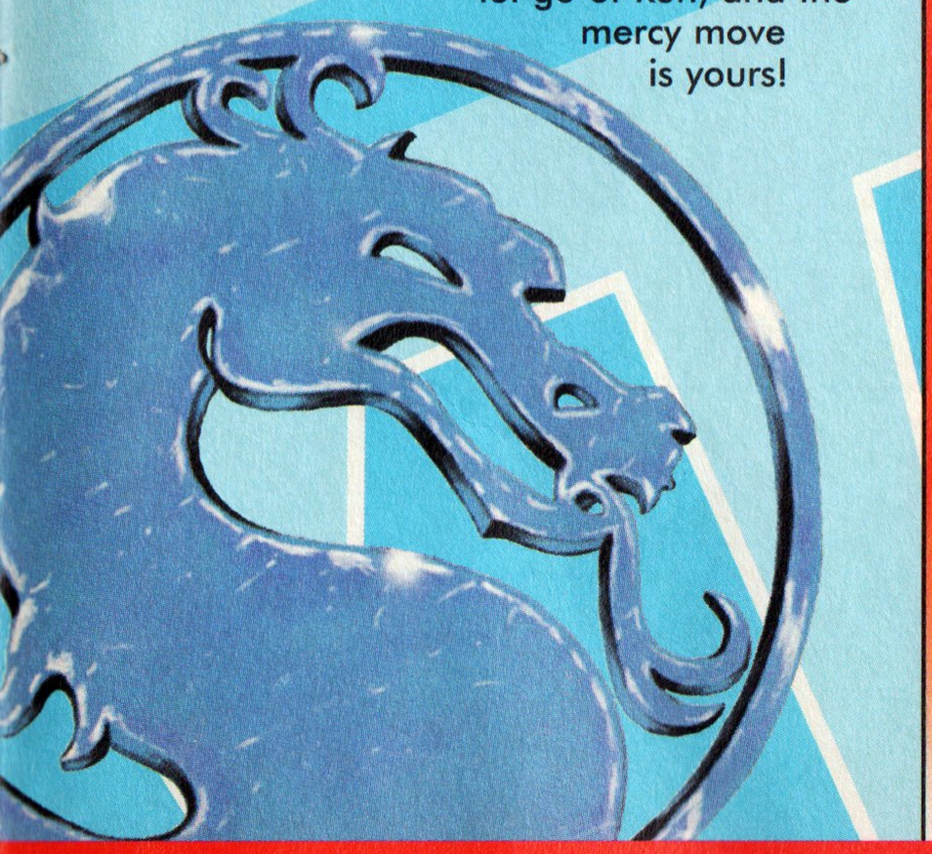


Adam Buckner wins 'Tip Of The Month' for supplying us with everything he knows about MK3. As with Killer Instinct, there were so many entries but there can only be one winner - and Adam's was a very comprehensive list! For those that didn't win all I can say is thanks for the cheats and better luck next time.

On the main menu screen hold down L and R on Controller 1 and press Start. This takes you to an hidden Tournament mode which allows both players to select eight players each. Every time one of your players is killed, another one enters the fight.

SHOW NO MERCY!

For the all-important mercy move, the fight has to go three rounds. Once the opponent is at your mercy make sure you are standing at least a half-screen away from the quivering wreck. Now hold down Run, tap Down three times then let go of Run, and the mercy move is yours!



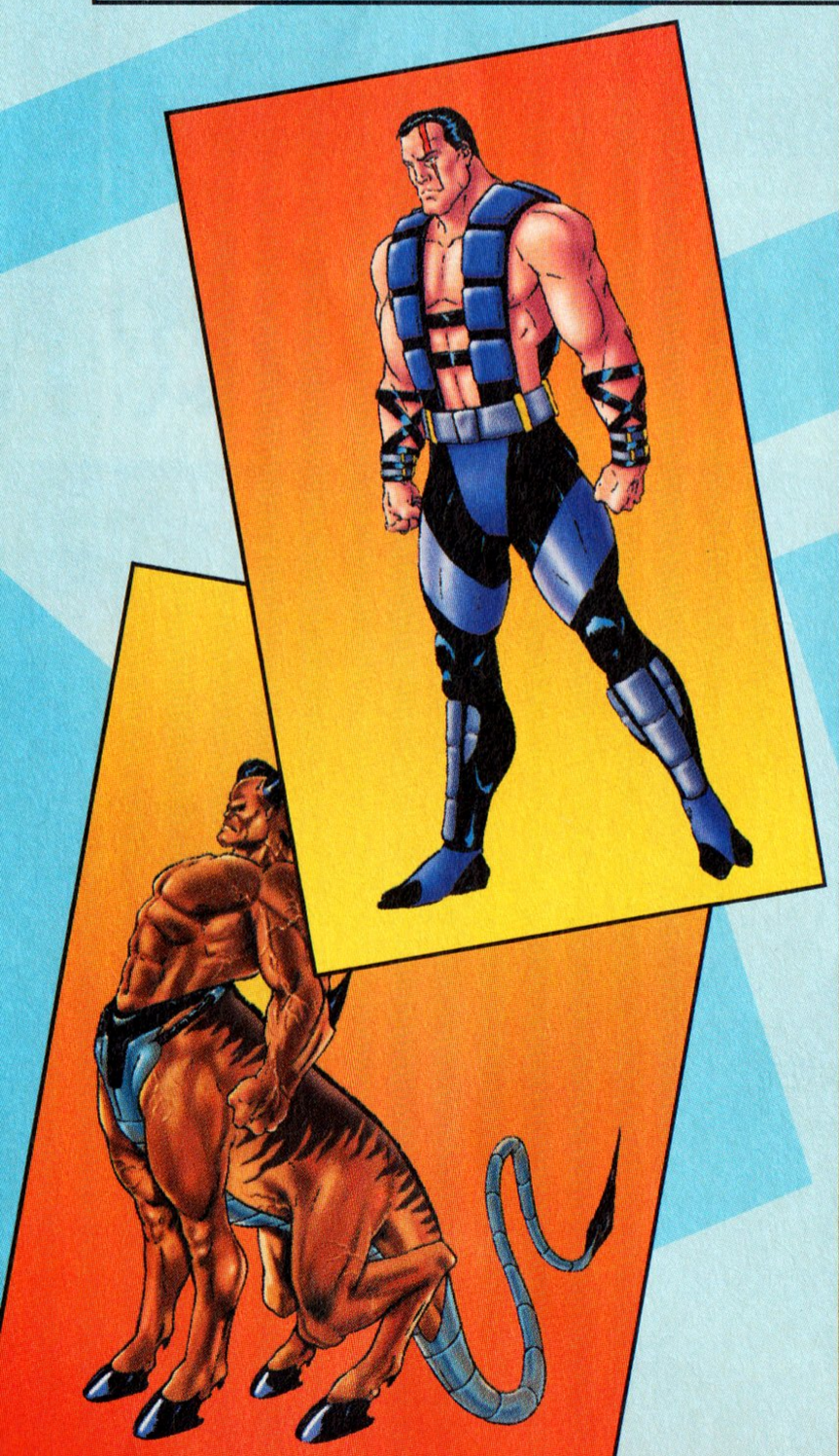
NINTENDO HELP SYSTEM

On the Start/Option screen press Up, Up, Down, Down, Left, Right, A, B ,A. This brings up a 'Kool Stuff' option which allows you to play a completely manic version of Space Invaders as well as extending fatality time and a whole host of other gameplay options.

100 100	NO THROWS	**460 460**	CHARACTER MORPHS RANDOMLY DURING FIGHT
020 020	NO BLOCKING		
987 123	NO METRE ON SCREEN	**282 282**	TEXT MESSAGE
688 422	FIGHT IN DARKNESS	**123 926**	TEXT MESSAGE 2
642 468	PLAY GALAGA	**987 666**	TEXT MESSAGE 3
033 033	HALF ENERGY PLAYER 1	**466 466**	UNLIMITED RUN
000 033	HALF ENERGY PLAYER 2	**969 141**	WINNER FIGHTS MONTANA
707 000	QUARTER ENERGY PLAYER 1	**769 342**	WINNER FIGHTS NOOB SAIBOT
000 707	QUARTER ENERGY PLAYER 2	**205 205**	WINNER FIGHTS SMOKE
985 125	MENTAL KOMBAT	**033 564**	WINNER FIGHTS SHAO KHAN

KOOL KODES

0		**MK DRAGON**
1		**MK LOGO**
2		**YIN/YANG**
3		**NUMBER 3**
4		**QUESTION MARK**
5		**LIGHTNING BOLT**
6		**GORO**
7		**RAIDEN**
8		**SHAO KAHN**
9		**SKULL**



	NO THROWS
	NO BLOCKING
	NO METRE ON SCREEN
	FIGHT IN DARKNESS
	PLAY GALAGA
	HALF ENERGY PLAYER 1
	HALF ENERGY PLAYER 2
	QUARTER ENERGY PLAYER 1
	QUARTER ENERGY PLAYER 2
	MENTAL KOMBAT
	CHARACTER MORPHS RANDOMLY DURING FIGHT
	TEXT MESSAGE
	TEXT MESSAGE 2
	TEXT MESSAGE 3
	UNLIMITED RUN
	WINNER FIGHTS MONTANA
	WINNER FIGHTS NOOB SAIBOT
	WINNER FIGHTS SMOKE
	WINNER FIGHTS SHAO KHAN

Stuck in a Nintendo game? Call the official hints and tips Hotline on 01703 652222

NINTENDO HELP SYSTEM

All of these tips for Game Boy were all sent in by Ian Davis from Holton-cum-Beckering. Unfortunately you don't win a prize but it's always nice seeing your name in print. That should be a prize enough in itself. Probably.

LEVEL CODES
CANNON FODDER
SUPER NES ★★★

Whoever sent in these codes for Cannon Fodder forgot to send their name (doh!) so whoever you are, ta very much. By the way, if you see a '_' that means you tap in a space, alright?

MISSION 3	**SC_DX**
MISSION 4	**CDBGW**
MISSION 5	**TDSHT**
MISSION 6	**HGDKS**
MISSION 7	**SGP_R**
MISSION 8	**GHBNP**
MISSION 9	**XHSPN**
MISSION 10	**_KDRL**
MISSION 11	**WKPSK**
MISSION 12	**NLDTH**
MISSION 13	**XLPWG**
MISSION 14	**LNBXD**
MISSION 15	**BNSYC**
MISSION 16	**NPBZP**
MISSION 17	**BPSZZ**
MISSION 18	**SRGBY**
MISSION 19	**HRXCY**
MISSION 20	**TSGDW**
MISSION 21	**CSRGT**
MISSION 22	**STCHS**

SUPER HARD MODE
BATTLECLASH
SUPER NES ★★★

'Nuff respect goes out to James and David Handford for this tip. On the title screen hold down A, B, Y, L, R and Select to access an extra hard mode. Sounds fun...

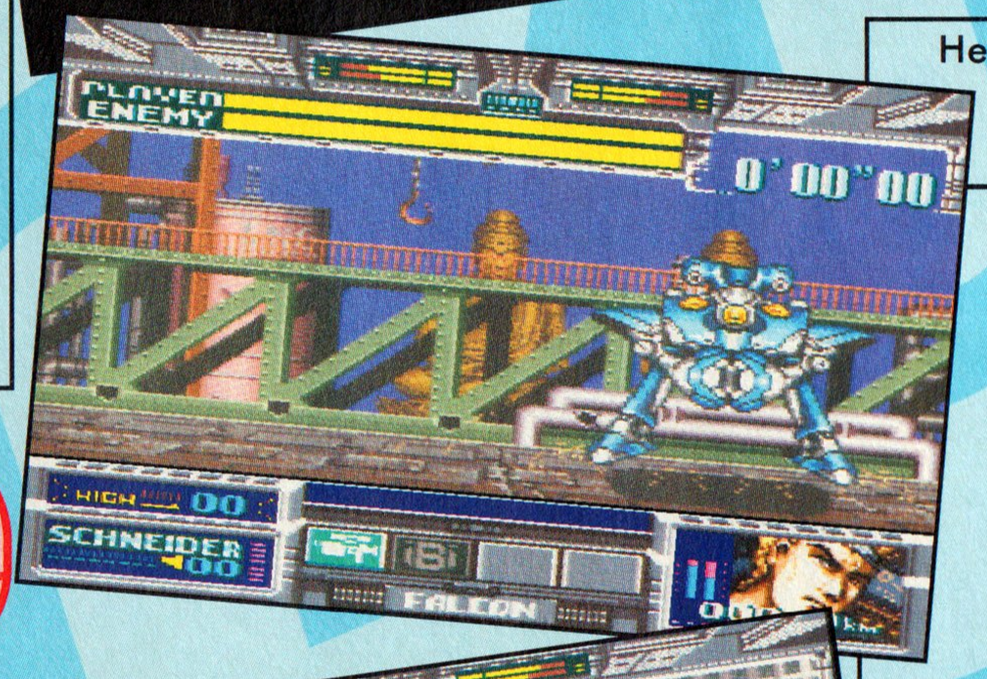
100 LIVES
BURAI FIGHTER DELUXE
GAME BOY ★★★

To start the game with 100 lives go to the password menu. Enter the code HGDM and you should last for absolutely ages.

LEVEL CODES
CHOPLIFTER 2
GAME BOY ★★★★

Here is a list of the passwords for Choplifter 2 from Level 1-2 through to 4-3.

1-2	**SKYHPPR**
1-3	**LKBYSS**
2-1	**CHPLFTR**
2-2	**BYMSFWR**
2-3	**RGHTHND**
3-1	**GDGMPLY**
3-2	**TRYHRDR**
3-3	**SRRYSKS**
4-1	**CMPTRWZ**
4-2	**CHPYBYS**
4-3	**VRYHPPY**



EXTRA CONTINUES
CYBERNATOR
SUPER NES ★★★

A hearty thanks to Alex Musgrave for sending in this cheat. On the title screen go to Options and hold Up and R. Return to the main menu and when you start the game press Start and Left - you should now start the game with 6 continues.

GAIN MAXIMUM FIREPOWER
PARODIUS
GAME BOY ★★★

To gain maximum firepower at any point in space hold down Pause and press Up, Up, Down, Down, Left, Right, Left, Right, B and A.

LEVEL CODES
BILL & TED'S EXCELLENT ADVENTURE
GAME BOY ★★★

For the last of the Ian Davis selection, he has provided all the codes for Bill and Ted. Party on, er, dude.

GREECE	**555-4239**
ENGLAND	**555-8942**
PREHISTORIC	**555-4118**
MALL	**555-8471**
SCHOOL	**555-2989**
ABYSS	**555-6737**
PARADISE	**555-6429**
CONCERT	**555-1881**

NFL QUARTERBACK CLUB 96

THE PLAYER'S GUIDE

I know that there's loads of people who think American Football is just a game where small men wear big pads and nothing much else happens apart from they all stand around looking macho. But, for those who like to pose around with their hands on their hips in tight lycra, take a time-out, crack open a can of something fizzy and enjoy our in-depth tips...

OFFENSE

1ST AND 10

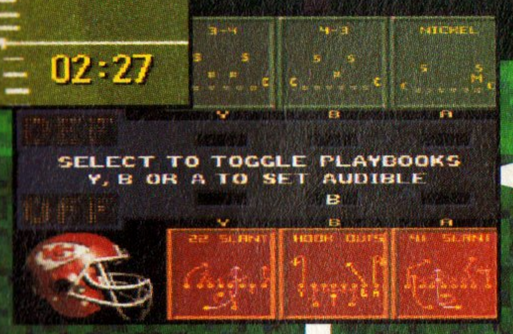
The first thing to point out is at the beginning of the game you don't have to get huge amounts of yardage straight away. You get four attempts to move the ball 10 yards, so take advantage of this. But you don't have to make 10 yards on the first play. Also use the plays carefully, as long pass plays are less likely to be completed than short plays.

Stuck in a Nintendo game? Call the official hints and tips Hotline on 01703 652222

NINTENDO HELP SYSTEM

DOWN SET..CHECK BLUE 37

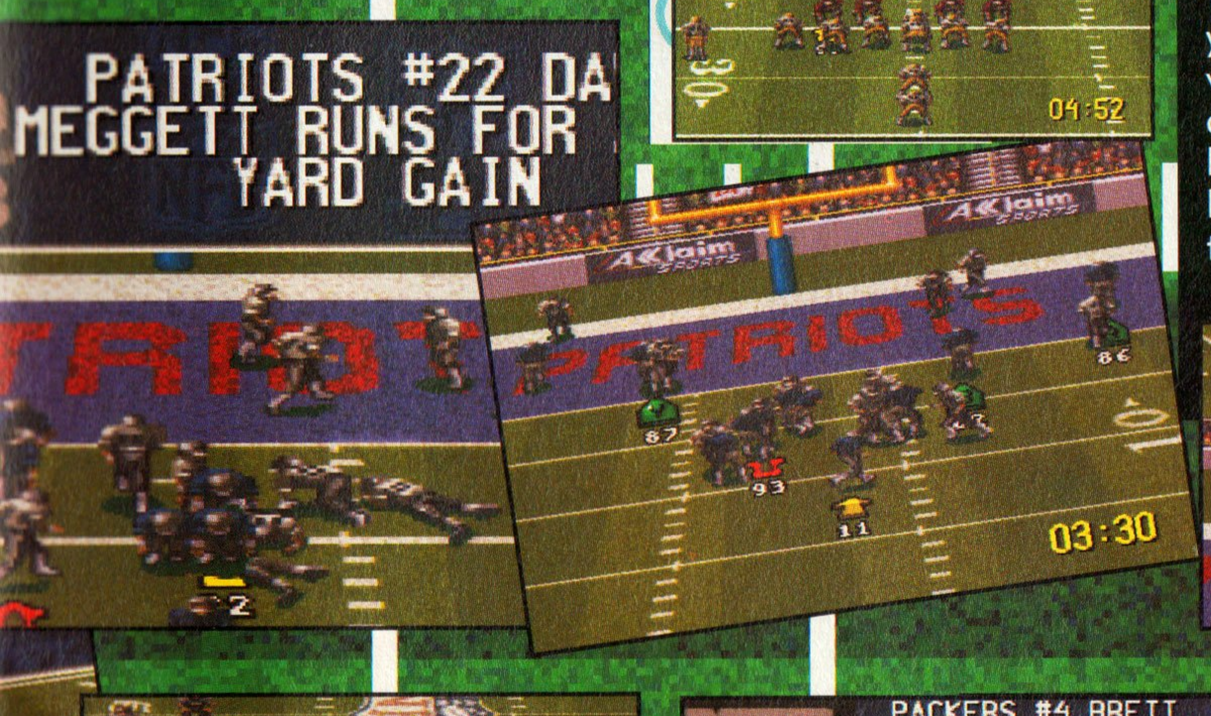
Make full use of the Audible. It's always a good idea to have a running play, preferably up the middle in case you need just a couple of yards and they come out with only three linemen. The other two should be pass plays, with one being a short to medium-range pass and the other a long ball for when you need yards in a hurry. It also helps if the pass plays have at least one receiver on an out pattern so they can stop the clock by getting out of bounds.

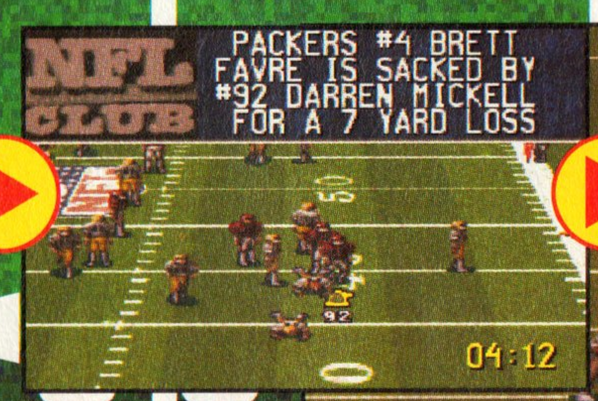


DEFENSE

FORMATION DANCING

When playing the computer it's always a good idea to start in a 4-3 formation. This way you're covering both run and pass quite well although your individual play in that formation determines which it will be. Another tip is to take control of one of the middle linebackers as it's easier to cover both sides of the field. Never take control of a cornerback and try to play man-for-man on a pass play. More times than not, the receiver burns past you and makes the catch easily.

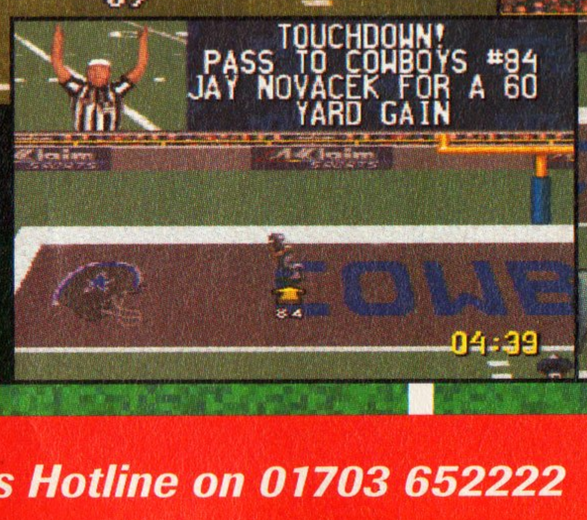


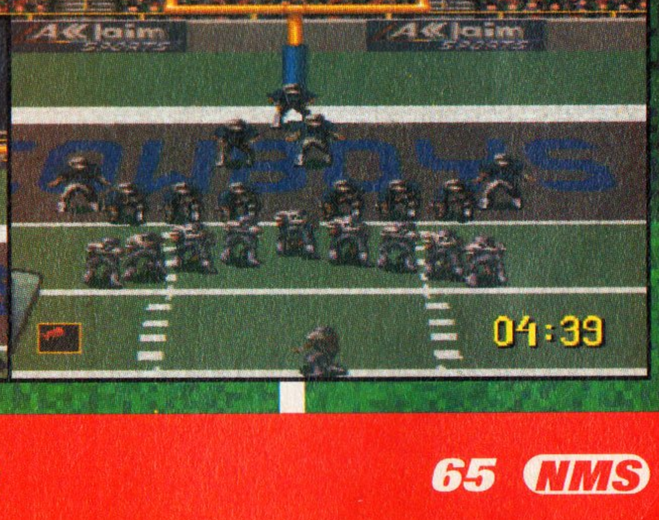


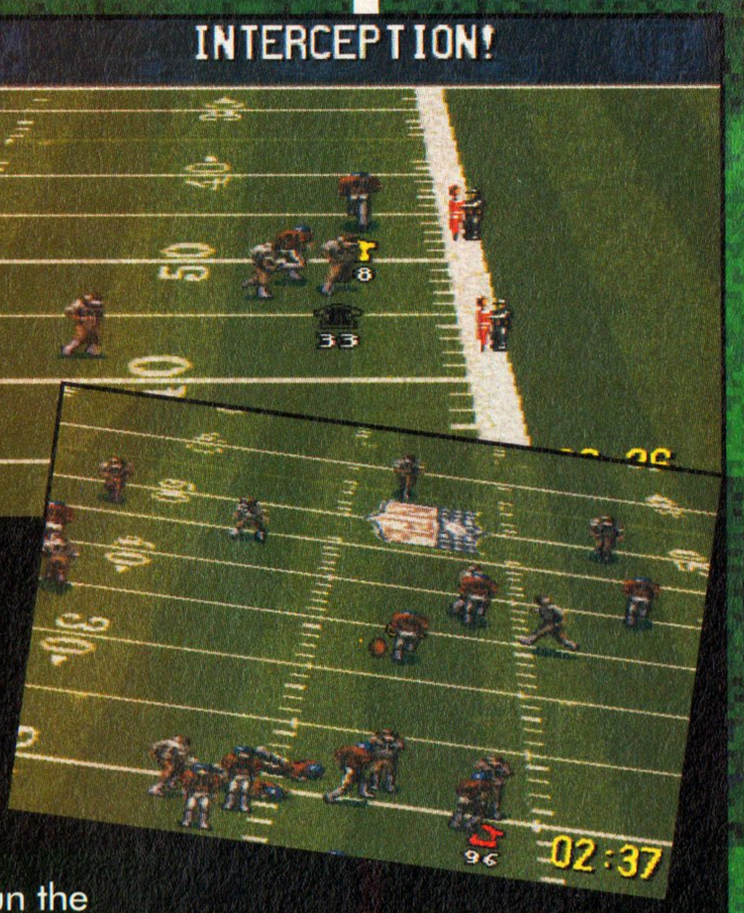
SPECIAL TEAMS

BLOCK THAT KICK

Blocking extra points is quite easy if you get your timing absolutely right. The same principle applies to trying to sack the quarterback but you do not need to move the lineman over. Once again as soon as the ball is snapped, use the middle lineman, and fingers crossed, your player should arrive just as the ball is being kicked.

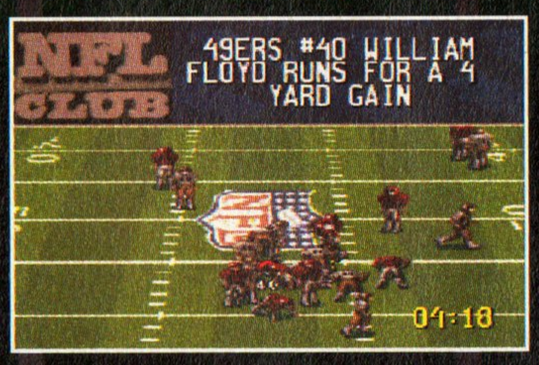


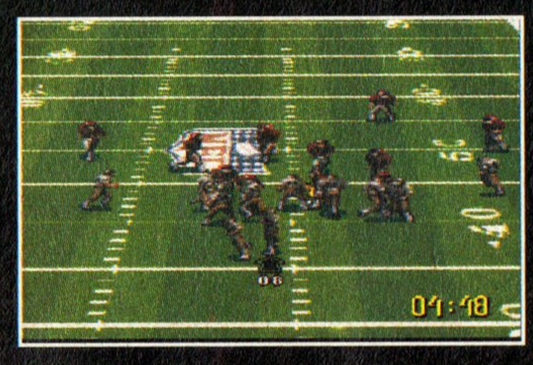




HEADLINE:PICKED OFF

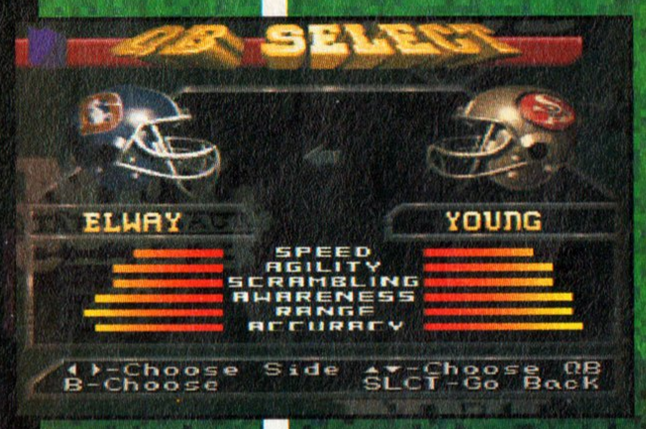
When you break from the huddle check the defensive line-up. You can instantly tell whether the defense have lined up against the run or pass unless they are in a 4-3, when it pretty much covers both immediately. If they are in a 3-4 it's an ideal time to run the ball. Passing is okay but do not go 'long' too often, as the computer will quickly learn to read this and drop back ready to pick off the pass. In the same way, if the defense is lined up with six defensive linemen, it's not going to be too easy to run the play, especially up the middle, so use the audible and change to a pass-play for a far more effective .





INSIDE THE RED ZONE

When the computer is inside your 10 yard line, go to a 6-2 formation. This way it prevents the run up the middle extremely well and if the quarterback does drop back to pass there's little room and he has to hurry to get the play off or risk getting sacked.



YOU'RE SACKED

If you're going to rush the quarterback, push one of the defensive linemen over to one side fractionally so they're just touching the next one. Use the linebacker and drop back slightly so you're not quite on the line of scrummage. As the ball is snapped, charge at the quarterback and you should hit the gap as the offensive guard moves over to block the defensive lineman.

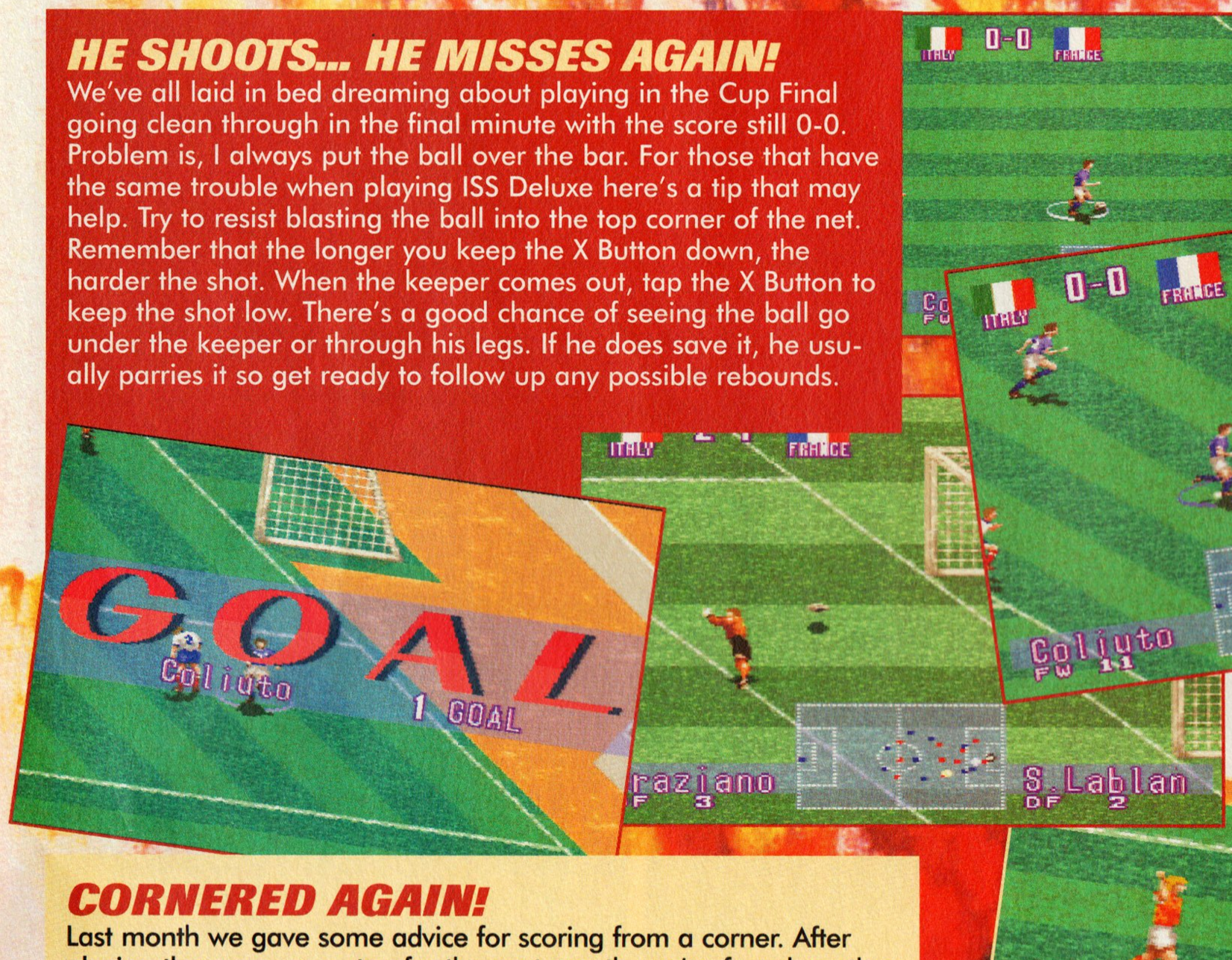
INTERNATIONAL SUPERSTAR SOCCER DELUXE

THE PLAYER'S GUIDE (PART 2)

It's time for the second half with the scores level, but you still can't hit the net. It's a bit like watching Alan Shearer play for England! Well, fret not 'cos here's the boys from Konami with the magic sponge and a half-time team talk. And if you can't win after reading these tips, you might as well hang your boots up.

HE SHOOTS... HE MISSES AGAIN!

We've all laid in bed dreaming about playing in the Cup Final going clean through in the final minute with the score still 0-0. Problem is, I always put the ball over the bar. For those that have the same trouble when playing ISS Deluxe here's a tip that may help. Try to resist blasting the ball into the top corner of the net. Remember that the longer you keep the X Button down, the harder the shot. When the keeper comes out, tap the X Button to keep the shot low. There's a good chance of seeing the ball go under the keeper or through his legs. If he does save it, he usually parries it so get ready to follow up any possible rebounds.



CORNERED AGAIN!

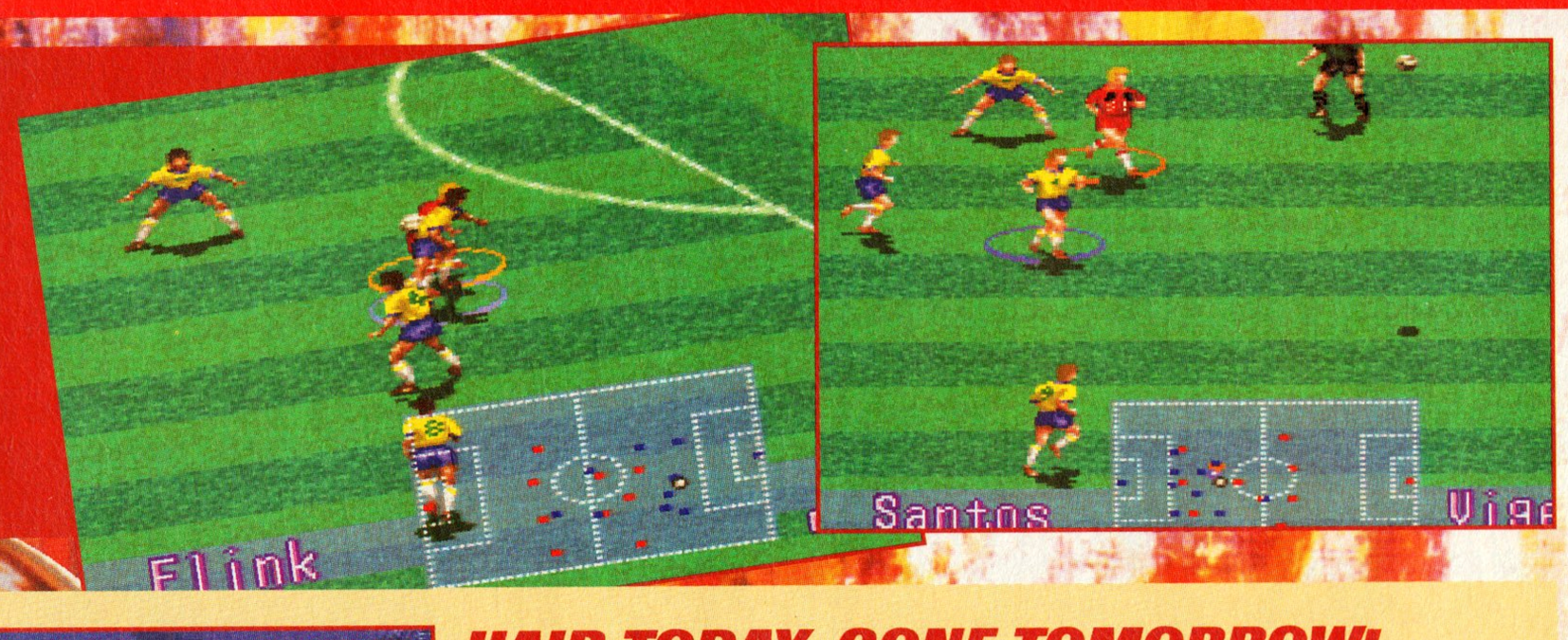
Last month we gave some advice for scoring from a corner. After playing the game non-stop for the past month, we've found another tactic that also works quite well. Instead of pressing the A Button, use the X Button instead and curl the ball in or out. For some reason, a kick taken with the X is usually left alone by the keeper, giving your players more chance to get in with your bullet-like header. If you do use the A Button, it is recommended to out-swing the corner because more often than not, the keeper will try to claim it.

Stuck in a Nintendo game? Call the official hints and tips Hotline on 01703 652222

NINTENDO HELP SYSTEM

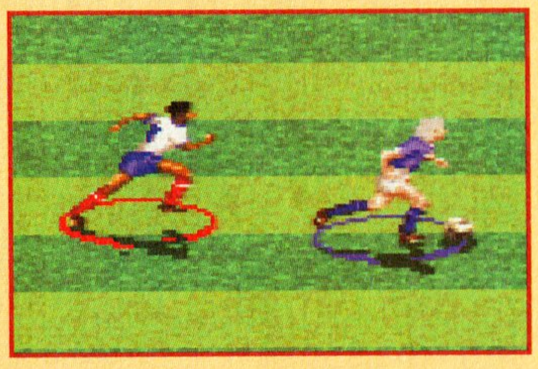
I'VE HAD A SKINFULL...

For those people fed up with looking at the same players all the time, try these codes and add some colour to their otherwise boring lives. To change the skin and hair colour of the whole team enter the Edit Player Skill menu then, whilst on this screen, press L and Select simultaneously. Bingo – you can now change the team's appearance.



HAIR TODAY, GONE TOMORROW!

If you're sick to death of Baggio's ponytail or Valderama's curly mop you can change them by following the same procedure as the skin and hair cheat but pressing R and Select instead. This only works with the players that have a unique hairstyle.



BEAT THE ELITE!

Last month we showed you one of the hidden Superstar teams. Now is the moment of truth as we reveal how to control them. There are six teams from which to choose. When you're on the Title screen, use Controller 2 and enter the following set of codes: R, Up, Down, L, X, B, Left, A, Right, Y.

TO FREE OR NOT TO FREE?

As most players have already worked out, it is virtually impossible to score direct from a free kick. The best formula for free kicks is to use the A button and chip the ball into the air over the penalty spot. This sets up an opportunity for one of your attackers to follow up and head the ball towards goal. The one exception is when you get a free kick no more than two metres from the goal line. Point the directional arrow towards goal and align the arrow so it is parallel with the goal line. Now tap the direction away from the goal once. Press and hold the X button for one second, at the same time pressing right or left depending on which side the free kick is being taken towards the middle of the goal. Keep holding the direction pad towards the goal and watch in delight as the keeper tries to claim the ball, only to watch it curl straight over his head into the net.

MK3 PLAYER'S GUIDE (PART 2 - YES IT'S HERE!)

What can we say, apart from sorry. We know part two of your official MK3 player's guide was meant to appear in last month's issue, but our very own Kombateer, the Philster,, picked up a bad pad injury during a bout of his fave game and was unable to complete the guide last month. Anyhow, he's back to full strength, so without further adue let's meet the final fighters...

MORTAL MOVE GUIDE

U = Up
D = Down
B = Back
F = Forward
R = Run
BK = Block
HP = High Punch
LP = Low Punch
HK = High Kick
LK = Low Kick
"-" = Then
"+" = And

MERCY MOVES

To perform a mercy move, each combatant must have won a round each. Once the message Finish him/ her appears you must then move over half a screen away from your opponent, hold Run and tap Down, Down, Down, Down then release Run. If you've pulled off the sequence correctly, a message will appear on the screen and your opponent will gain a slither of energy.

SINDEL

Sindel is part of Shao Khan's master plan to take over the world, together they plan to destroy the earth and rule the universe together. Sindel also has her own personal goal once the earth has been taken over, to start up her own wig making business. Strange and completely untrue...

Fireball: F, F, LP
Sonic Scream: F, F, F, HP
Hover: B, B, F, HK
Air Fireball: D, F, LK

Melting Scream Fatality (Close): R, BK, BK, R + BK
Hair Wrap Fatality (Sweep): R, R, BK, R, BK
Friendship: R, R, R, R, R, U
Babality: R, R, R, U
Hornet Animality (Close): F, F, U, HP
Pit Fatality: D, D, D, LP

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NINTENDO HELP SYSTEM

SONYA

Sonya was able to escape from the clutches of Shao Khan in Mortal Kombat 2 with the aid of her friend Jax. Now Sonya is out for revenge and she's meaner than ever with her new bike-kick. She's a hot contender to be a Mortal champion.

Power Blast: D, F, LP
Leg Throw: D+LP+BK
Flying Punch: F, B, HP
Bicycle Kick: B, B, D + HK

Pink Kiss Fatality (just over half screen): Hold BK + R + U, U, B, D
Flame Kiss Fatality (anywhere): B, F, D, D, R
Friendship: B, F, B, D, R
Babality: D, D, F, LK
Hawk Animality (Close): Hold LP+B, F, D, F, release LP
Pit Fatality: F, F, D, HP

KANO

Kano is a veteran to the Mortal Kombat scene, in fact he's quite bored of fighting the same punters on a daily basis. After Kano was captured by Shao Khan in the second installment, he made a deal with Shao Khan. Kano agreed to fight for Khan as long as his life was spared, Khan agreed and Kano lived to fight another day. Kano is a very fierce opponent with some deadly weaponary at his disposal.

Knife Throw: D, B, HP
Cannonball Roll: Hold LK for 2 secs and release the button
Knife Uppercut: D, F, HP
Throttle Hold: D, F, LP
Air Throw: BK whilst in air

Skeleton Removal Fatality (Close): Hold LP+ press F, D, D, F, release LP
Eye Laser Fatality (sweep): LP, BK, BK, HK
Friendship: LK, R, R, HK
Babality: F, F, D, D, LK]
Spider Animality (Close): Hold HP + BK, BK, BK , release HP
Pit Fatality: Hold BK + U, U, B, LK

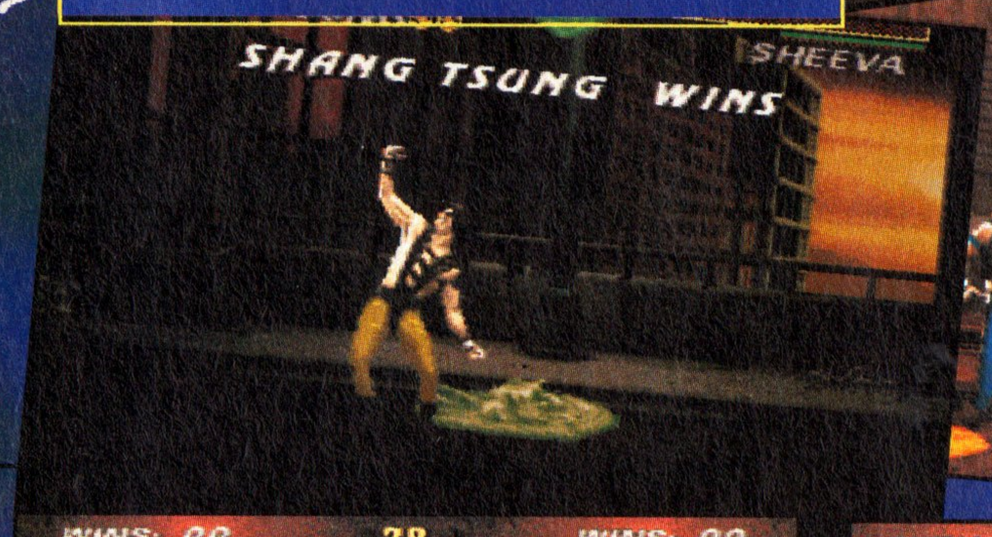
NINTENDO HELP SYSTEM

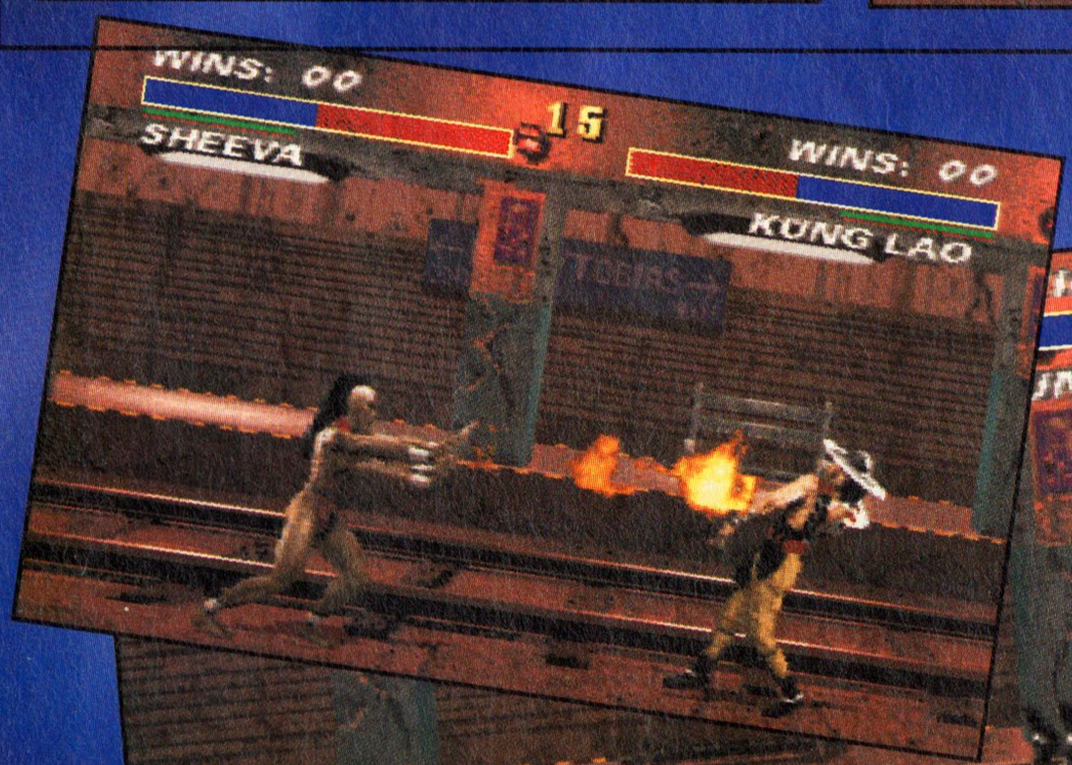
SHANG TSUNG

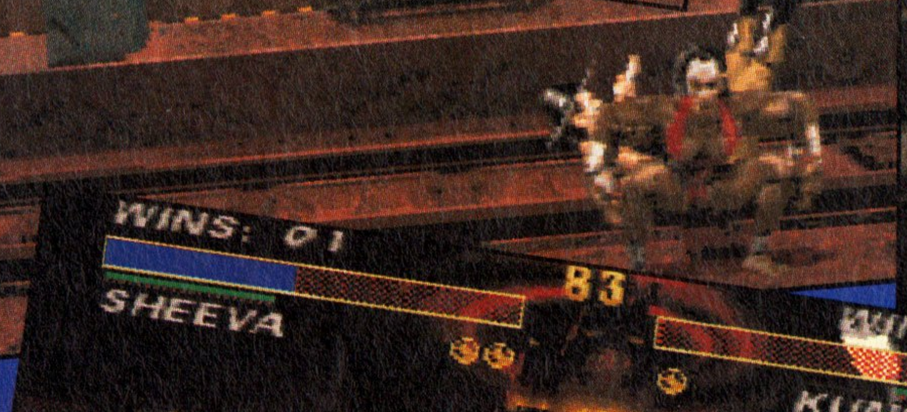
Once again the great sorcerer from the outworld returns to regain his honour. Shang Tsung fights only for the glory of his master and will protect his name at whatever cost. With his new skills and unsurpassed speed he is a very dangerous foe indeed.

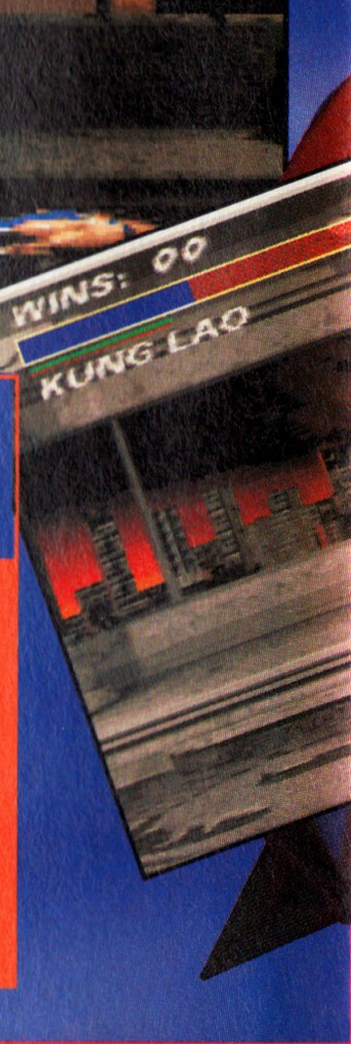
1 Fireball: B, B, HP
2 Fireballs: B, B, F, HP
3 Fireballs: B, B, F, F, HP
Volcanic Eruption: F, B, B, LK

Green Blob Fatality(Close): Hold LP+Press R, BK, R, BK
Floor Spike Fatality(Close): Hold LP+Press D, F, F, D
Friendship: LK, R, R, D
Babality: R, R, R, LK
Cobra Animality(Sweep): Hold HP+Press R, R, R, release HP
Pit: Hold BK+Press U, U, B, LP









SHEEVA

Sheeva has gained full-time employment as Queen Sindel's personal bodyguard and it is her duty to protect Sindel at any cost. Whilst Sheeva's brother Goro was defeated in the first chapter his name lives on. Sheeva must fight to restore her famliy name and stop people calling her old four-arms. Sheeva is a brutal fighter and will stop at nothing to defeat her opponent.

Fireball: D, F, HP
Teleport: Stomp: D, U
Ground Stomp: B, D, B, HK

Head Pound Fatality(Close): F, D, D, F, LP
Skin Peel Fatality(Close): Hold HK+B, F, F release
Friendship: F, F, D, F, HP
Babality: D, D, D, B, HK
Scorpion Fatality(Close): R, BK, BK, BK, BK
Pit Fatality: D, F, D, F, LP

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NINTENDO HELP SYSTEM

SEKTOR

Sektor was once a human assassin for Lin Kuei. After volunteering for cybernetic transformation out of loyalty to his clan he was renamed Unit LK9T9 - it's got a ring to it hasn't it! He was then given a new primary function to destroy Sub-Zero. As Sektor is a machine Shao Khan cannot detect this warrior and therefore cannot be tracked down. So watch out Sub-Zero!

Missile: F,F, LP
Homing Missile: F, D, B, HP
Teleport Punch: F, F, LK

Vice Crush Fatality (Sweep): LP, R, R, BK
Flamethrower Fatality (Over half screen): F, F, B, BK
Friendship (Half Screen): R, R, R, D
Babality: B, D, D, D, HK
Bat Animality (Close): F, F, D, U
Pit: R, R, R, D

KUNG LAO

Kung Lao is a member of the Shaolin monastic order who returned from the Outworld in Mortal Kombat II to help Lui Kang in training a new generation of followers. Unfortunately the arrival of Shao Kahn and his forces have disrupted their plans.

Hat Throw: B, F, LP
Teleport: D, U
Spin: F, D, F, + R (keep tapping R to spin)
Flying Kick: D, HK (in air)

Spin Fatality (anywhere): R, BK, R, BK, D
Hat Slice Fatality (sweep): F, F, B, D, HP
Friendship (anywhere outside sweep): R, LP, R, LK
Babality: D, F, F, HP
Leopard Animality (close): R, R, R, R, BK,
Pit: D, D, F, F, LK

MORPHS!

Sindel: B, D, B, LK
Kano: B, F, BK
Jax: F, F, D, LP
Liu Kang: F, D, B, U, F
Sonya: D+R+LP+BK
Stryker: F, F, F, HK
Sub-Zero: F, D, F, HP
Cyrax: BK, BK, BK
Sektor: D, F, B, R
Nightwolf: U, U, U
Sheeva: F, D, F, LK, LK
Kung Lao: R, R, BK, R
Kabal: LP, BK, HK

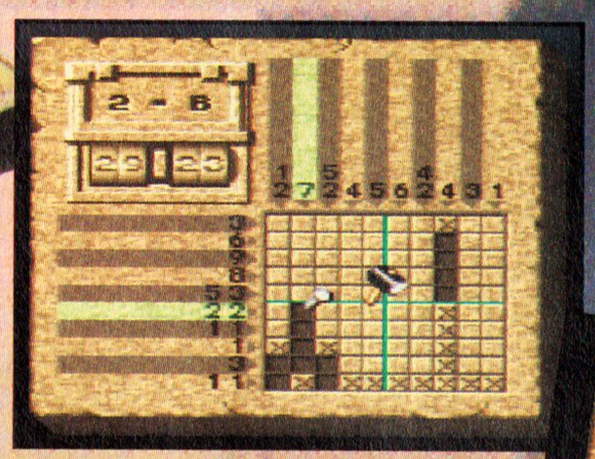
That's the end of the MK3 guide. So, we hope it was worth the wait. Here endeth the lesson!

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

Mario's Picross

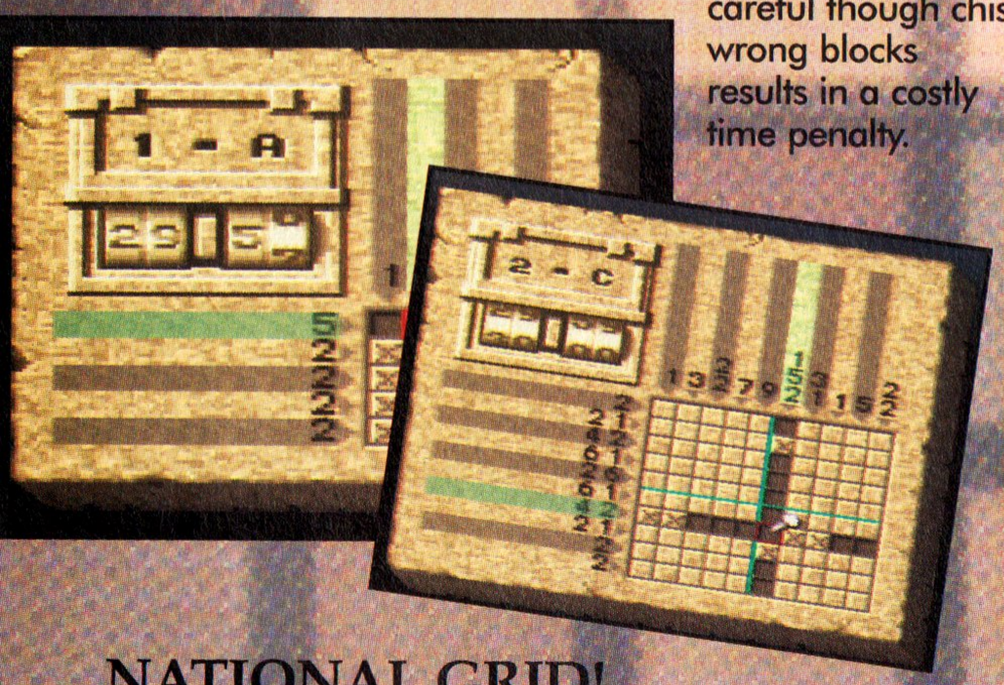
I'm not going to say that Picross is sweeping the nation, but it is becoming quite popular. In fact it has started to appear in some of the national papers as an alternative to the good old-fashioned crossword. Not forgetting its been a big success on Game Boy the Super NES version was an inevitability and, blimey, here it is.

Nintendo are well renowned for their addictive puzzle games. I doubt there's a single Game Boy owner who hasn't played Tetris and a good many of you out there will have already played the rather fine Game Boy version of Picross. Now Picross is making a bid for Super NES stardom, promising enhanced gameplay, a larger number of puzzles to solve, full-colour graphics and more besides. As the following pre-view explains...



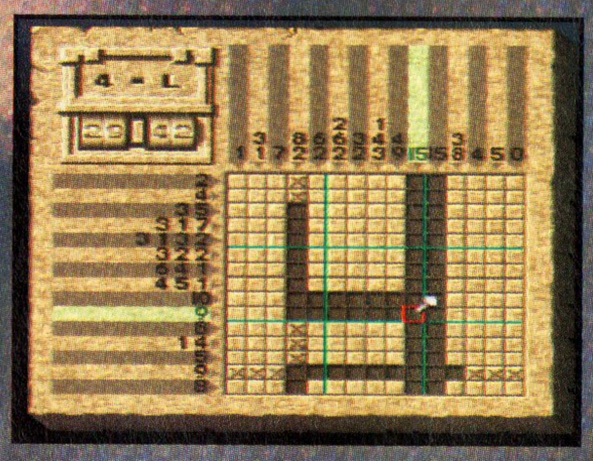
HAMMER TIME!

The object in Picross is a simple one, although at first glance seems incredibly complicated. Players chisel out blocks from a grid to reveal a hidden picture. The num-bers at the top and down the left hand side tells the player how many blocks are to be removed in that particular row or column. If there are two numbers there has to be a gap between the two sets of blocks. For example, if the puzzle shows a line with the numbers two and three, this means there's a group of two blocks, then at least one space followed by a group of three blocks. Cross refer-encing these clues, filling in blocks where necessary and crossing out those unused is the way to determine the picture. Tres simple, no! Be careful though chiselling out the wrong blocks results in a costly time penalty.



NATIONAL GRID!

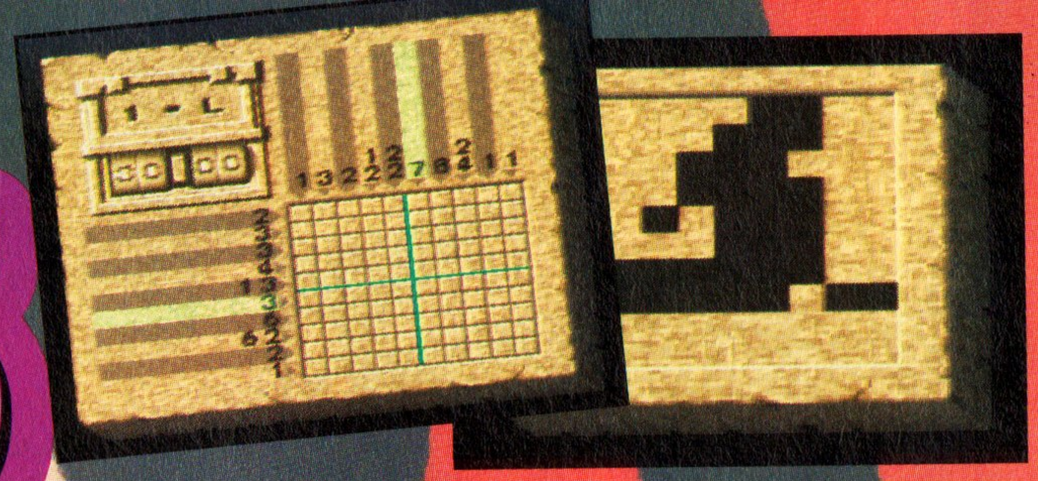
There are four levels in Super NES Picross, but only the first can be accessed to start with. Level one is very much an introduction to Picross, starting with grids of 5x5 blocks moving up to 10x10. Once the first level has been completed, the player can choose between the next three with the grid increas-ing to 15x15 blocks. Do not attempt level four immediately, this is strictly for Picross professionals.



IF I HAD A HAMMER I WOULDN'T USE IT I'D PLAY PICROSS

GAME DATA

- GAME: MARIO'S PICROSS
- BY: NINTENDO
- RELEASE: TBA
- GAME TYPE: PUZZLE GAME
- PLAYERS: 1
- CART SIZE: 8 MEG



GIVE US A CLUE?

To get the player started, players may choose to take a hint that reveals all the blocks in one particular row and column. There is no penalty for taking the hint, so it's always a good idea to use it. Another useful idea is to cross off the blocks that definitely aren't used. Once the puzzle has been completed, the picture is revealed in colour - there's even a little bit of animation thrown in. Although even then, it can be difficult to work out what the picture is supposed to be.

SECONDS OUT!

Players need to be careful that they make very few mistakes because each one results in time being knocked off the clock. Each round begins with 30 minutes on the timer. The first mistake sees a reduction of two minutes and doubles with each successive mistake. Apparently there is always a move that can be made so you should never find yourself in a position of having to guess. An added feature of the Super NES version is the option to save a puzzle at any point and return to it at a later date.

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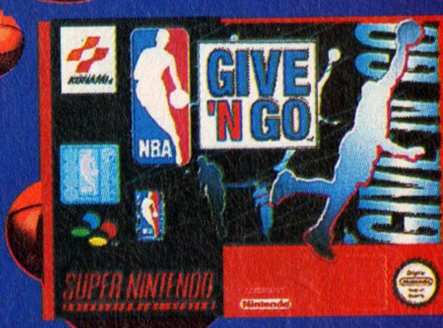

Release date: 15th November 1995

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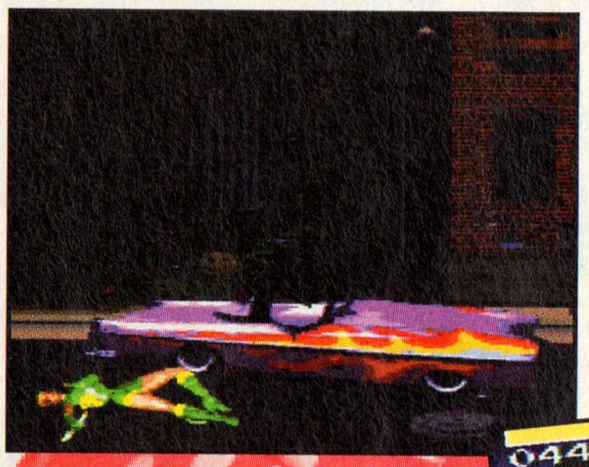
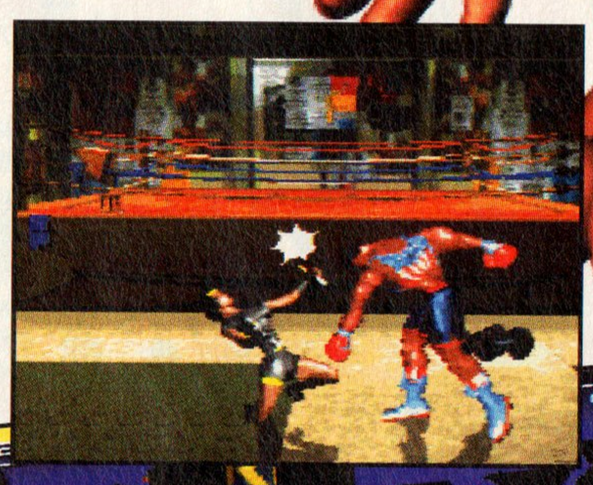
NINTERROGATION

Let me tell you something – it's not what you know in this game, it's who you know. It's a good job, then, that we know people like Nintendo Co. Limited's Yasuhiro Minagawa, the Assistant Manager Of The Public Relations Sector, and Yoshio Hongo of the General Affairs Department. What these guys don't know about the future of Nintendo gaming just isn't worth knowing. Big cheeses indeed – and we have been fortunate to be granted an EXCLUSIVE interview with them. Our Japan Correspondent, Warren Harrod, probed them regarding the future of the Super NES, the Virtual Boy and, of course, the NU64. Suffice it to say, their answers make very interesting reading...

NINTENDO HE REVEA





NMS: Whose idea was it to make the Super Mario RPG: Nintendo's or Square's?
Mr Hongo: Both. Square's RPGs sold well in Japan but not overseas. There have been calls from all ages, and from young girls, for another character to which they could become attached. Mario was the best, but had not been in an RPG.
Nintendo's director, Mr Miyamoto, also wanted to do an RPG using Mario. There happened to be a chance for both companies to talk, which went well. Nintendo has wanted to do a Mario RPG and Square had the programming ability, so Mario could become a popular RPG character anywhere in the world.

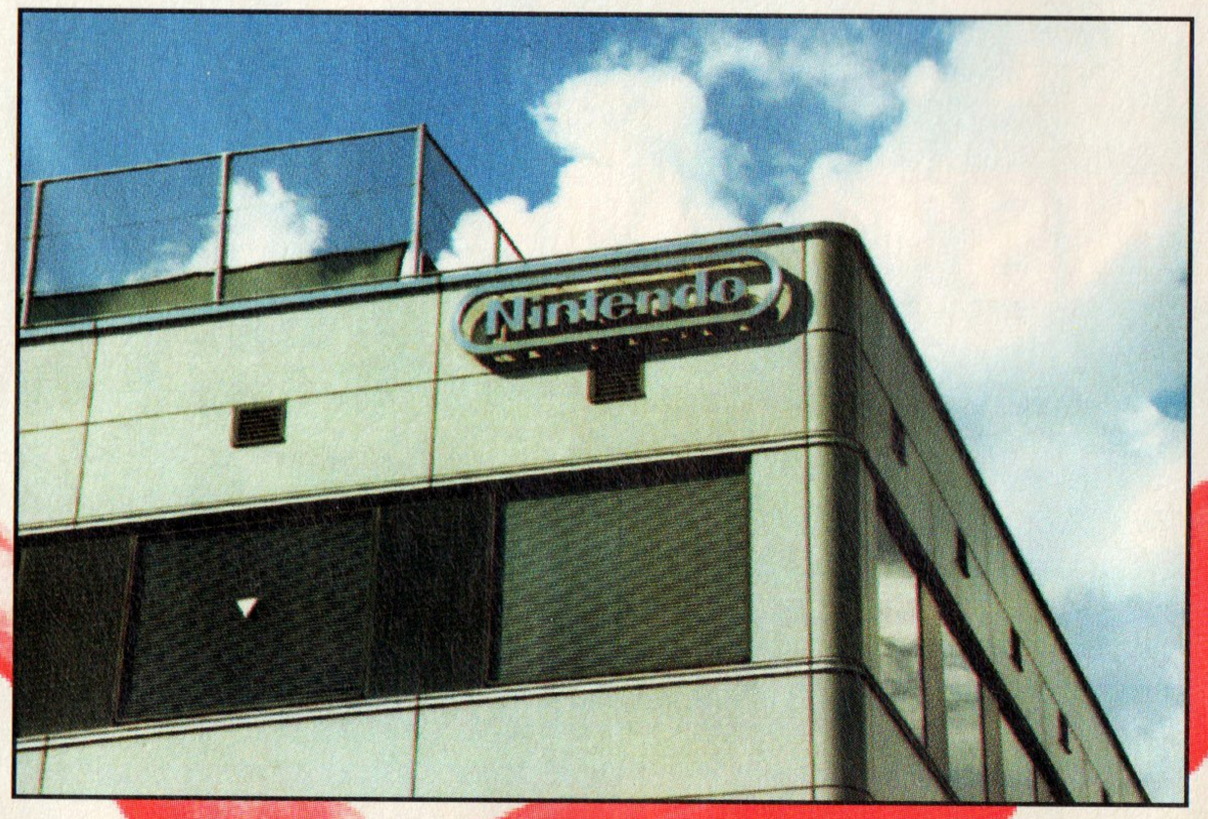
(ABOVE) Mr Yasuhiro Minagawa (right) and Mr Yoshio Hongo take a break from our intense grilling to flick through the latest issue of NMS!
(BELOW) This is the place where dreams CAN come true...

The President of Square was talking about an Ultra 64 Mario RPG 2 with Nintendo...

NMS: The graphics look excellent. Do you use the same rendering technique as Donkey Kong and Killer Instinct?
Mr Minagawa: The question is one of computer graphics, isn't it? Yes, but we are using a different technique this time.

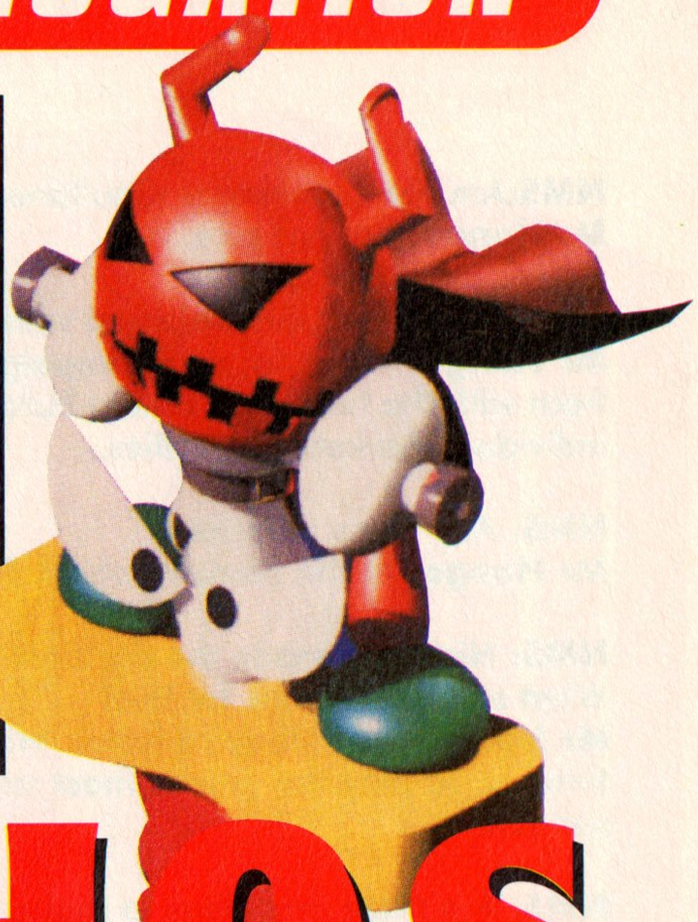
NMS: Regarding the look of Mario – does Nintendo have any fixed idea for his design in video games?
Mr Minagawa: Oh yes, at Square there is a Mario development team checking to see if he is as we wish him to be. There have been times when the characters have been finished off roughly... This time, as an RPG, we don't want him to be stereotyped as 'cute'.

NMS: Do you know how long the game's been in development?
Mr Minagawa: About two years.



NINTERROGATION

AD HONCHOS L ALL!



NMS: What plans do you have for a European release?
Mr Hongo: None at present. The Japanese release will be on January 25th and in America a little later, probably Spring, but for Europe it is not fixed.
Mr Minagawa: There are differences between the NTSC and PAL TV systems. Also there is the language problem – producing the game in English, French, German, etc. It's very difficult.

We are thinking of using a read/writable "CD" so that information can be stored...

NMS: Now we have a rendered RPG are there any plans for a rendered MarioKart or any other rendered Mario games?
Mr Minagawa: Maybe you know this, but MarioKart is, believe it or not, the best-selling Super Famicom game if you gather sales data from around the world. Super Mario World actually has more carts (in homes) but it was packaged with the console, so it doesn't count as true sales.
Mr Hongo: The game is so famous and popular that whenever we are talking about Mario games, we are always asked whether we are going to make MarioKart 2. Whether it's rendered or not – I'm not sure there's much difference in the entertainment. This is the point that everyone misses when asking if we are going to make a sequel.

NMS: Are there any plans for a sequel to MarioKart?
Mr Minagawa: Oh, it's top secret!

NMS: The Mario RPG doesn't look like the usual kind of Mario RPG – is it a different style of game?
Mr Hongo: It would seem to have more action than in other RPGs – there is not so much conversation.

Mr Minagawa: In Japan we have two types of authentic role-playing games. There are the action RPGs, where you don't have to read all of the messages, but rather you are going after points and increased ability in attacking the enemy. In the other kind you have to read all of the messages in order to achieve your role. Square doesn't want a basic RPG character for its Mario game – it wants an in-between character.

NMS: Will we see any more joint work between Square and Nintendo?
Mr Hongo: Well, now. At his announcement of new projects, the President of Square was talking about an Ultra 64 Mario RPG 2 with Nintendo... But at the moment this is not a reality.

NMS: What about possible deals with any other famous Japanese companies? Maybe licensing Nintendo characters?
Mr Hongo: Our characters? Probably not.

NMS: Is the Nintendo Ultra 64 still on schedule for a Spring release in the USA and Europe?
Mr Hongo: I hope so.

NINTERROGATION

NMS: Are you planning a simultaneous release?
Mr Hongo: I'm not sure.

NMS: Will the NU64 be boxed with a game like previous releases?
Mr Hongo: In Japan, as a campaign there will be games to choose from with the hardware and in Europe it's up to each country's individual marketing activities.

NMS: Any ideas on prices?
Mr Hongo: At the moment about $250.

NMS: Nintendo made the decision to use cartridges instead of CDs. What are the reasons for this?
Mr Hongo: Well, they're faster. With CD there is some waiting time, so to play the games most smoothly, cartridges are most suitable.

NMS: Are there any plans to make a CD add-on unit?

The Super Famicom is due to have some great software. For example: Mother 2/3, WarioLand, StarFox 2...

Mr Hongo: No, not really...
Mr Minagawa: ...But about one year after the launch I think we are going to include a new format which shall be a disk – but not CD-ROM. Of course, CD-ROM offers huge storage capacity but the fact is that no company has ever used it. This is surprising when you consider a game like Donkey Kong Country. It's such a great game but only uses a fraction of the memory available on a CD-ROM. You don't need a CD-ROM to make good games. We are thinking of using a read/writable 'CD' so that information can be stored. A new company is going to be established. Nintendo is going to invest 20%, another company called JUST is going to invest 10% and together with the most popular software company in Japan, these three companies are going to make some new project. Nothing's set yet, but we're exploring a new application for software of this 'bulky' capacity.

NMS: When we visited Shoshinkai last year, there was a press release saying that Nintendo invested money in the company that developed technology for Virtual Boy. Is there any more news about this investment?
Mr Minagawa: We have not made any announcement, but Square has already told Nikkei UK (a Japanese publication – NMS), which has always been saying that Nintendo/Square is making some attachment.

NMS: It sounds very interesting. Do you have any official...

(ABOVE) Could Donkey Kong Country ever appear on the Virtual Boy?
(RIGHT) Yoshi gets the full rendered treatment – but will he show on NU64?

Mr Minagawa:...We don't have any official... It's top secret!

NMS: We've talked about this new technology for Ultra 64 – are there any new add-ons for it?
Mr Hongo: Everyone can do the networking, I'm sure – the Internet is now spreading.

NMS: Would you like to make Ultra 64 more multimedia compatible in the future?
Mr Hongo: We can't really say much about this.
Mr Minagawa: Nintendo is going to make the best or ultimate entertainment or entertaining game machine, but it is of course 64-bit, very powerful in generating sound and easy to control. Our system will be designed so that anyone can use the Internet. As for other next generation machines, they are just combining with arcade games. I believe that if we have a capable computer, anything can be entertaining. You enjoy your work at the office sometimes – it can be entertaining like a game. That's the concept.

NMS: Piracy is always a big problem. What precautions have you taken with the Ultra 64?
Mr Minagawa: There are many secrets here – but however hard we try, there are always going to be ways around it. One reason we use cartridges is for protection but, yes, you can see many illegal cartridges – especially in Asian countries. Only a handful of famous and high-class companies around the world can manufacture them. The problem we have is with these famous companies is knowingly or not knowingly producing illegal copies for these pirates.

NMS: The first picture of the Ultra 64 casing was revealed at the E3 show in May. Can you tell me if it will remain the same?
Mr Hongo: There may be slight changes and any new features will

NINTERROGATION

be shown at the Shoshinkai. There will be photos there.

NMS: Is it Nintendo's plan to have the same design in all countries or change it like the Super Famicom?
Mr Hongo: It will look virtually the same as the E3 case.

NMS: Would you change the design of the case if it was considered unfavourable in Japan.
Mr Hongo: It's probably all right at this time.

NMS: Sony are pitching the PlayStation at older gamers. What about Nintendo?
Mr Minagawa: Sony and Sega are making a lot of arcade conversions – they are transferring their arcade audience to the home machines. Most arcade games are for experienced, older gamers. Their games are complex and you need to be very skilful. Nintendo wants to produce a *family* console – *everybody* should be able to play the games.

NMS: We've got a few general questions... Games like Donkey Kong Country and Killer Instinct show that you don't need 32-bit hardware to produce great games. How much longer can the Super Famicom continue, especially after the release of the Ultra 64?
Mr Minagawa: From next year, the Super Famicom is due to have some great software. For example: Mother 2/3 (or Earthbound 2 to me and thee – NMS), WarioLand, StarFox 2... Even after the Ultra 64, there will still be popular software for the Super Famicom.

Nintendo has the capability to reach for the new future.

NMS: The full potential of Virtual Boy hasn't been realised yet – it needs a game like Donkey Kong Country. Do you know of any games in development at the moment which you consider critical for the Virtual Boy's success?
Mr Hongo: You can see many games, but Mario Land is probably the most popular.

NMS: At the E3 Show in May, Nintendo was saying that there are a lot of developers of Virtual Boy software, but there's maybe 11 games available...?
Mr Hongo: Probably about 15, but with those in development... maybe about 27.

NMS: Yoshi's Island made good use of the FX Chip. Can you tell us of any other developments planned?
Mr Minagawa: It's a secret!

NMS: Do you have any other surprises coming?
Mr Hongo: We don't like to talk about the far future. We only confirm things a short time before release.

NMS: Where does Nintendo see itself in the 21st Century?
Mr Hongo: We don't have particular titles, but we want to continue the research for enjoyable games.

NMS: You said yourself that the arcade market is shrinking, so do you have any intentions of re-entering this market?
Mr Minagawa: Well, people say that they are going to diversify, but other areas are already crowded with new companies. They will have to compete with already established competitors. Sometimes people say that Nintendo should diversify, but we already have the Virtual Boy and the Satellite System... Diversifying takes a lot of money. Nintendo has a large cash surplus but apparently Sega is in debt and Sony make little profit with their PlayStation – which they put into further discounting. Nintendo has the capability to reach for the new future.

SPECIAL FEATURE

As new Virtual Boy titles continue to trickle onto the shelves, NMS is there, wads of grubby yen in hand, snatching the games from the hands of bemused shop assistants and whisking them back to Blighty so you lot can see what you're missing. We're a bit cruel that way. There have been a fair few releases over the past few weeks, yet still we wait for the one that'll truly demonstrate the VB's powerful graphic capabilities. But until that day arrives, we'd better give this little lot the NMS once-over.

VIRTUAL BOY UP!

JACK BROS BY: ATLUS

Atlus are a bit of an unknown quantity over here, although they've been producing quality games in Japan for some time now. This one's not bad either although, like so many VB games, it doesn't really show off the VB's capabilities. The game itself is a sort of Gauntlet clone, with the player controlling one of three characters whilst exploring a baddy-infested maze viewed from overhead. As each maze is completed the action moves to the level below where even nastier nasties and bossier bosses await.

JACKS OF ALL TRADES...

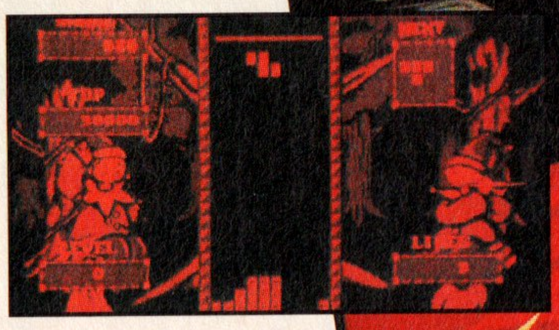
Jack Bros is only a single player game, although it makes up for this shortcoming by offering gamers a choice of three spooky characters, all bearing the name Jack – Jack Frost, Jack Lantern and Jack Ripper – and all having their own distinctive attacks. Jack Frost has snowballs as his main weapon, Lantern makes good use of fireballs while Ripper lets rip with a close-range dagger. All characters have a super attack too, each being a more wide-spreading version of their standard attack; Jack Ripper's, for instance, fills the screen with rotating daggers. Not that it really matters, though, because Jack Bros is as easy as easy gets.

MARIO CLASH BY: NINTENDO

Mario makes his second outing on the Virtual Boy and – gasp! – it's still not a platform game. Well, not quite. You see Mario Clash is a three-dimensional version of the single-screen shell-chucking sub-game on Mario All-Stars or, if you're a real old chuffer, Mario Bros on the NES. It was never the most interesting of the Mario games and the updated Mario Clash has done precious little to help matters, despite the addition of some pretty cool 3D.

YOU CAN BE SURE OF SHELLS!

The premise of Mario Clash is a stunningly simple one – gamers control Mario as he roams a two-storey high, two-layer deep platform network connected by pipes, the aim being to clear it of the various Mario baddies cluttering the place. This is achieved principally by locating a Koopa, bouncing off its shell to up-end it, then using it as a projectile to hurl at the other nasties. Simple, eh? Well, it would be were it not for the fact that some baddies take more than one hit or only take damage if the Koopa-shell is thrown from the side as opposed to from head-on. As I said, it's a fairly simple task, but it does get tricky a short distance into the 40+ levels presented here. Really I would have preferred to find this as a sub-game to a proper 3D Mario platformer. Ah well, I live in hope...



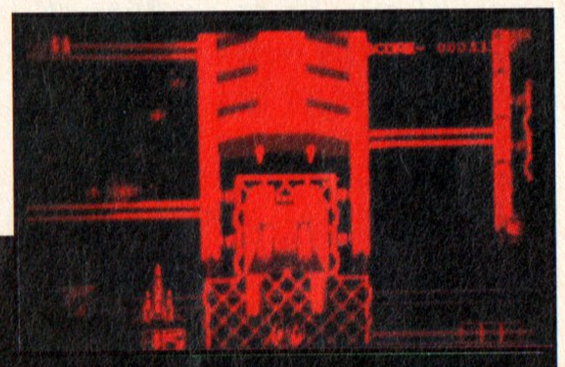
IT'S A WRAP!

Fans of the original Tetris will be pleased to find that the original game is totally intact in here, including the great 'B' game where the player has to complete 25 lines at varying speeds. However, V-Tetris also includes an all-new variation on the classic theme known, remarkably, as 'C' type. It still doesn't make particularly smart use of the machine but it does have a weird sort of wraparound screen that effectively expands the width of the play area. Players rotate the screen by using the L and R buttons. Other than that, it's pretty standard Tetris fayre, just wider. V-Tetris is smoother than the Game Boy version, but not as hard. Still, no system is complete without it.

SPECIAL FEATURE

V-TETRIS BY: BULLETPROOF

Tetris is undoubtedly a classic puzzle game, but its distinctly flat, block-rotating style of gameplay doesn't make it the most immediate candidate for Virtual Boy treatment. Still, that hasn't prevented Bulletproof from giving it a go and here's the result – V Tetris. V-Tetris offers three variations on the Tetris theme, none of which use the machine's 3D abilities to any great degree.There are also a plethora of tunes to choose from and two different graphic styles. Like, wow.



SPACE SQUASH BY: COCONUTS

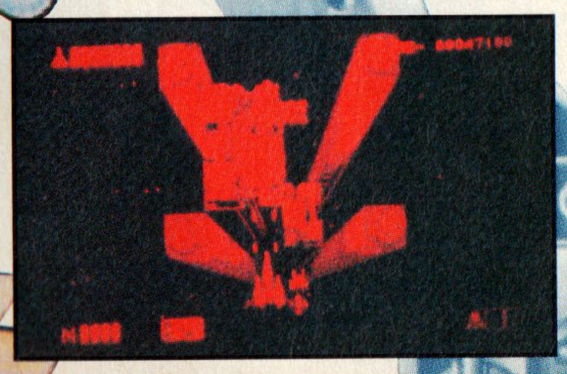
At last, a title that makes fairly decent use of the Virtual Boy's graphical abilities. What a pity the game's about as much fun as smacking your head incessantly against a brick wall. Which, funnily enough, is just what you'll find yourself doing after a protracted spell of playing this risible effort. In short, Space Squash is rather cack.

IT'S JUST NOT CRICKET!

And it certainly isn't Squash either. In fact, it's much more akin to tennis. A single player controls a cuddly floating robot in a series of challenges against a bunch of largely uninteresting series of alien-type opponents who lurk at the far end of chequered corridor. The object of the game being to hit their end-wall with the ball whilst preventing them from hitting yours. Add to that a few collectible power-ups and you've a recipe for a very dull game indeed. Still, the 3D effect's quite nice.

VERTICAL FORCE BY: HUDSONSOFT

Surprisingly, the Virtual Boy is somewhat bereft in the shoot-'em-up department. In fact, up until now Red Alarm has been the only one available. But don't despair, all you mindless 3D blast fans – Hudsonsoft is destined to change all that with the release of Vertical Force. This neat little shoot-'em-up utilises a standard up-the-screen viewpoint and is similar in style to Hudsonsoft's much earlier blasters, Star Force and Star Soldier. But despite these strong links with the past, Vertical Force is anything but traditional...



THE PARALLAX VIEW...

What sets Vertical Force apart from its forerunners is that the player has two planes of parallax to move between. This makes for much frantic shooty-type action as the gamer tries to avoid alien attacks from all sides – literally! There are power-ups to collect too, although none are *that* impressive – just lasers, shields and missiles. All told, Vertical Force is a very decent game, even if it does look distinctly old-fashioned. Certainly the best of this particular crop.

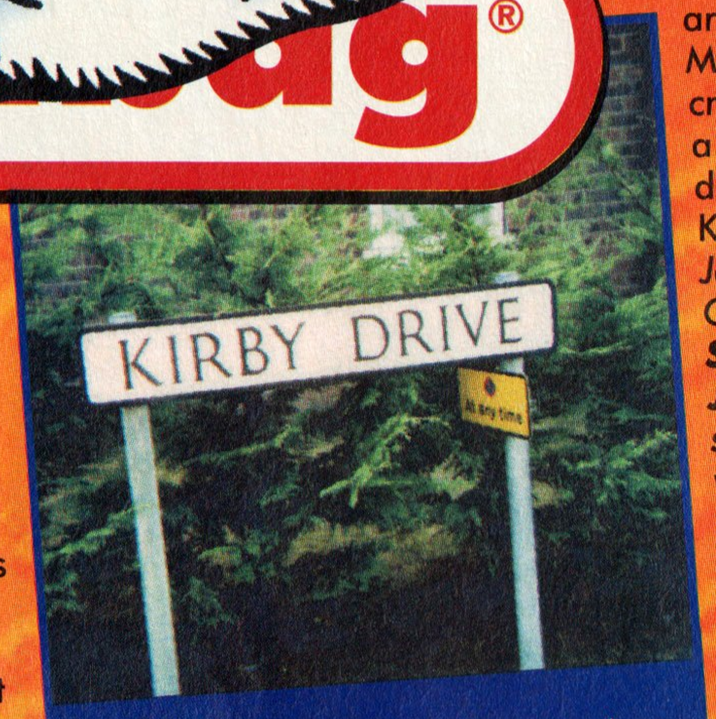
Seal Mailbag®

Had a bit of a shock at the weekend. There I was, swimming along happy as Larry, when I got caught up in a trawler's fishing net. I wasn't best pleased, I can tell you. And guess whose trawler it was – none other than Captain Bird's Eye's! Still, I got my own back. Before you could say "Findus Lean Cuisine", I'd covered the bearded old fool in golden breadcrumbs and deep-fat fried him. Serves him right, I reckon. And the same fate could befall you if your letters aren't up to scratch. If you think you're hard enough, send your Nintendo-related scribblings to: ONLY THE BEST IS GOOD ENOUGH FOR THE CAPTAIN'S TABLE, MAILBAG, NMS, 30-32 Farringdon Lane, London EC1R 3AU. And remember (hey, how could you forget?) that there's a fantastic OCEAN game awarded to the proud sender of the finest letter/picture/photo/whatever!

ALL HAIL THE KING!

Dear SEAL,
Yes, it is I, King Kirby. Just seconds ago, I read that David West from Fareham opposes me. Since he doesn't care if I make him watch endless episodes of Power Rangers AND he thinks I am the saddest thing in the whole Universe, I, King Kirby, suggest that he be locked up and made to watch the rest of Britain playing Doom and that his Super NES be burnt. It's extreme I know, but desperate times call for desperate measures. Incidentally, I have sent in a photo of a street in my kingdom where I have reserved a mansion for Paul Davies [who he? – Seal], containing all the Kirby goodies his little pink pyjama bottoms can handle.
Kirby King, Peacehaven.

SEAL: Halt right there, King so-called Kirby, 'cos I think you're a foul imposter! It's a well known fact amongst Nintendo loyalists that Kirby is the fastest reader in the galaxy. However, you state that you only read David's letter "seconds ago" yet it appeared way back in NMS #36! Even resident thick-head Simon reads faster than that! Get outta here, ya phoney! Oh, and thanks for the, er, 'hilarious' photo – yes, it's very clever. It would've been even more apt and funny if Kirby had his own MarioKart-style racing game. But he doesn't.



Look, it's Kirby Drive! Geddit? Kirby! Like wot's in them games and that! A-ha-ha-ha!

TV ROTS YER BRAIN!

Dear SEAL,
I am writing to complain about all the stupid video game programmes on TV. The only Next Generation consoles they ever show you are Sega Saturn or Sony Playstation. ARE THEY ALL MAD!?! Don't they know that the NU64 is coming and that it is going to stamp on the other consoles so hard, Sega and Sony are going to be spitting out their teeth and whimpering behind their chairs? Oh, and about all this Kirby non-sense – STOP! You are killing Seal's Mailbag. Kirby is crap, fat, stupid and a waste of effort. So die Kirby, all hail King Seal!
John McGillivray, Glasgow.

SEAL: Calm down, Johnny-boy! I'm sure that the video game progs would love to cover the NU64, but it's hard to make good telly out of a machine that no-one's ever seen in the flesh and that there are no screenshots for! Take heart in the fact that now the Shoshinkai Show has been and gone and the NU64 has finally been unveiled, you should start seeing more NU64 coverage on TV. Oh, and regarding your Kirby comments: Well done, John. So very young, and yet you've already learnt that flattering a fish is the sure-fire way to get your letter printed. You see, this is the sort of NMS reader I like – polite, respectful and a total butt-kisser. Hmmm, yes, King Seal... I think I like the sound of that...

THAT'S ENOUGH KIRBY – ED?

Dear SEAL,
Let's cut the crap. (Won't that make the knife all dirty and smelly? – Seal) I am not a Kirby fan. I am not anti-Kirby either. In fact, I think people are becoming far too obsessed with this whole Kirby thing. Frankly, it's becoming very boooring.
Paul Muir, Carnwath.

SEAL: Wise words, Paul. I promise that this is the last time Kirby will be mentioned in Seal's Mailbag. Well, until the next time, anyway...

NURSE, THE SCREENS!

Dear SEAL,
To that cool fishy dude: I would wait one million years for the NU64. Man, that machine is going to rule the whole world. Saturn is crap – expensive, bad graphics, sad games (i.e. Clockwork Knight), boring joypad, etc. The Playstation is slightly better – at least it has some decent games. But the NU64 is something to fart, jump up and down about, scream and not sleep about. We've made a group and have collected together £1235, and we're going to buy as many NU64s and games as we can with the money. Let's say that the NU64 is £250 –

(ABOVE) Now this really IS funny! More piccies like this please, readers! Comedy respect to Chris Ewens of Abbeyfields. (RIGHT) Moby Rehman from Raynes Park has done a top job on this MK3 montage.

that means we can buy around FIVE NU64s! YES, YES, YESSSSSSSSS HAHAHAHAHA NINTENDO RULES, RULES, RULES HAHAHAHAHAHA I AM GOING MAD BRING A DOCTOR HAHAHAHAHAHAHAHAHA!!!
Mr XXXX, No fixed abode.

SEAL:Well 'Mr XXXX' (how cool and mysterious, eh?), it's the first time somebody's said that they're soooo excited about the imminent arrival of NU64 that it's making them fart – I'd hate to be in your neighbourhood when you start reading this NU64-packed issue of NMS, that's for sure. All it would take is one tiny spark and – KABOOM! – no more Mr XXXX. (Although judging by your closing comments, that might be a good thing.)

PEOPLE GETTING ANGRY!

Dear SEAL,
I am getting rather cheesed off with your magazine. You are the official Nintendo magazine and that makes you a part of Nintendo. So why can't you get more info on your machine, the NU64? It's so STUPID! I am very impressed by your pics of Final Fantasy VII, but you should be able to get more info than that! I don't even like RPGs. Are there any plans to make a fighting game? Get more info – you are Nintendo, it is your machine!
A. Hoyland, West Yorkshire.

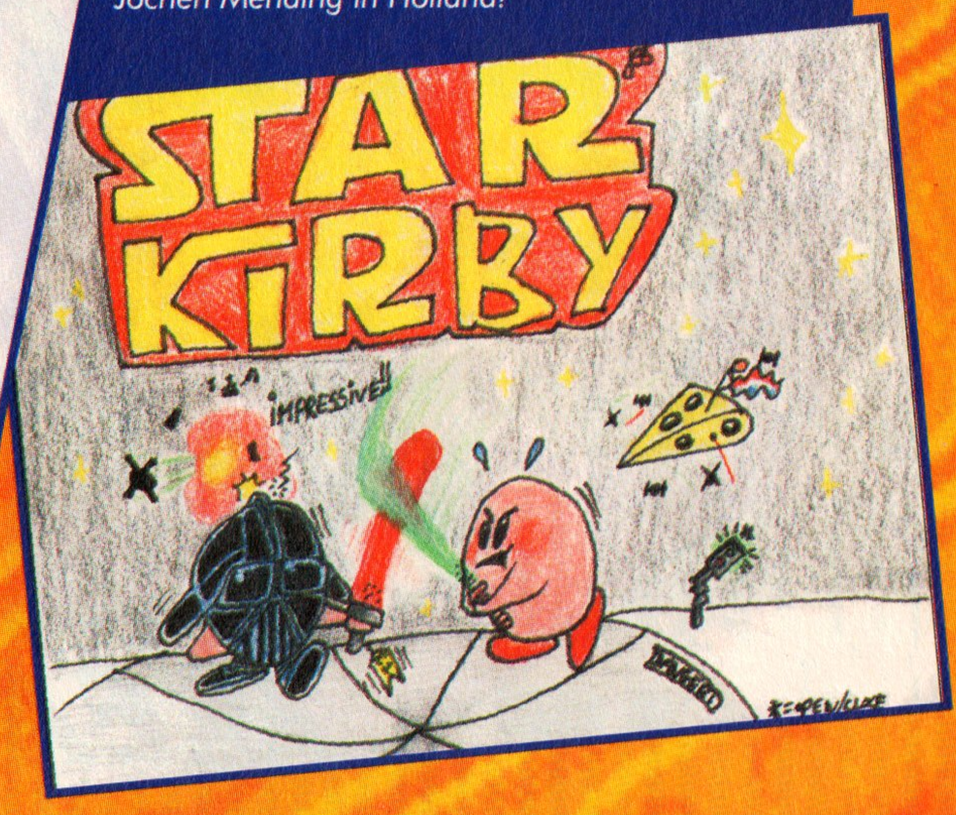
SEAL: Hey pal, most of the staff at Nintendo itself don't even know for sure what the NU64 can do and what the games are like – it's that top secret! However, if you're really not impressed by our NU64 coverage then you could always try one of our inferior rivals. But before you go and waste your money, just stop and think for a moment: Who brought you exclusive interviews with NU64 developers Paradigm and GameTek, a behind-the-scenes look at Software Creations, the first REAL NU64 screenshots of Robotech and much, much more? Not them, that's for sure. And if you require any further proof of the excellence of NMS's NU64 coverage, then you need look no further than this awesome issue...

OI'LL GIVE IT FOIVE!

Dear SEAL,
How come Mario All-Stars got 97% from NMS and Doom got 95%? Something's gone wrong here. Doom's meant to be one of the best games ever and it got less than Mario All-Stars. Mario All-Stars is crap; we saw Marios 1, 2 & 3 on the NES. Who needs it? It's over-rated. [There now follows a load of Marcus's own low, low ratings for Mario All-Stars, accompanied by intelligent, considered comments such as "Sound: Dull like a chewed-up Rod Stewart tape". Get the idea? Good, it'll save me from having to type it all in – Seal.]
Marcus Saufsen, Ipswich.

SEAL: So, you reckon that Mario All-Stars is rubbish. Fair enough, Marcus, this is a free country and you're entitled to your opinions, no matter how wrong they may be. But I'll bet that right now there are millions of Mario fans across the country reading your letter and going "Doh! What a sad fool!", me included.

(LEFT) More of your Earth-type humour courtesy of R. Emmery of Barking! Love the nuclear do-do! (BELOW) Kirby goes galactic in this cartoon from Jochen Mending in Holland!



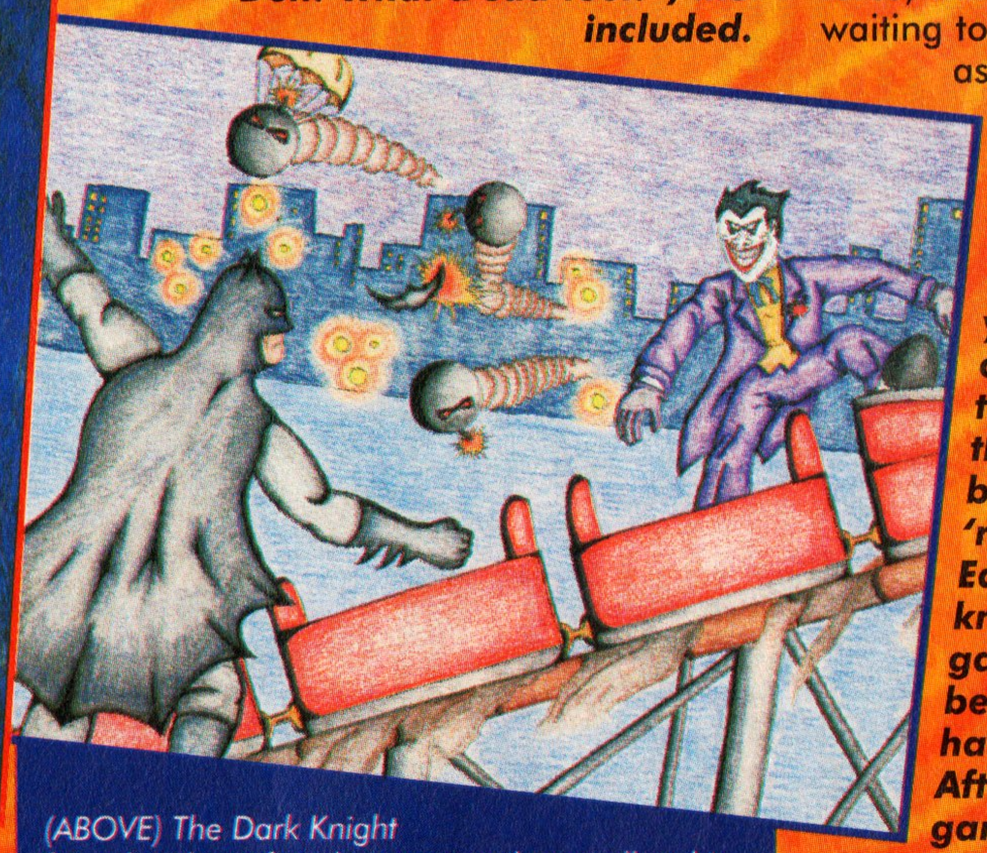
XMAS COMES EARLY?

Dear SEAL,
After years of musing to myself over the pathetic rantings and facetious remarks made by your 'knowledgeable' readers, I finally bring myself to put in my two cents' worth, unable to bear the false, pretentious banter any longer. I shall therefore endeavour to discuss a matter which I think people of a more intelligent nature will consider to be interesting, valid and worthwhile, namely the REAL launch date of the NU64. It's widely believed that the NU64 will be launched this April. But is everybody so ignorant and naive not to realise the correlation between what Nintendo says and what it actually does? Its marketing strategy for new product seems to run along the lines of "Let's bring it out a year earlier than what we tell the gullible games mags and their gullible readers, because that way we can make a greater impact and launch a lot earlier". It is a very familiar ploy that is used throughout the business world, as it is better to give a later date and be early than a realistic date and be late. In the case of the Super NES the release data was something like six months early. I suspect that as we speak, somewhere production of the NU64 is proceeding at full force, with thousands of machines just waiting to be sent to retail outlets. I can assure you that the NU64 is down on my Christmas shopping list, along with Killer Instinct 2 and Cruis'n USA.
S. Salt, Hoddesdon.

SEAL: Congrats, Mr Salt – you've just stated the bleedin' obvious. As you so rightly say, the NU64 most definitely is on the production lines right now, but only to go into JAPANESE 'retail outlets' (or 'shops', in Earth language). As every fool knows, those lucky Japanese gamers are getting the NU64 before Christmas, while we'll have to wait until Spring. Sigh. After such a pretentious, arrogant intro, it was almost inevitable that Mr Salt's letter was going to be a load of crap. And sure enough, it was.

OCEAN PICTURE OF THE MONTH!

This month's winner is Matt of Basingstoke, who sent in this brill tribute to Super Mario RPG!



(ABOVE) The Dark Knight faces his clown-faced nemesis in this excellent bit o' art from David Gentry of Canterbury.

Q&A READER SYSTEM

Now that Andy's been pensioned off and sent packing to the Bide-a-wee Rest Home For Retired Magazine Editors, it's been left to me, Dave your new Editor, to answer all your Nintendo-related quezzies. Oh hooray. Even as we speak I'm sitting here, high up in EMAP Towers, just drooling in anticipation of all your luvverly letters. Or is in anticipation of lunchtime. Even I don't know any more, so hurry up and rush your queries to: PLEASE BE GENTLE WITH ME, Q&A, NMS, 30-32 Farringdon Lane, London EC1R 3AU.

Q FOR THE FIRST AND LAST TIME!

Dear Dave,
Look, we both know how good your mag is, so I won't bother kissing your tidy little ass and get straight to my questions:
1. WHEN is the NU64 appearing in the UK shops?
2. I've got the cash for a 'Next Generation' machine and I'm tempted to opt for the Playstation. The only thing stopping me is my respect and trust for Nintendo stops me. Will the NU64 be worth the wait, or are they all going to be about the same anyway?
3. WHY?
Mr Anon.

A ***DAVE: 1. Look, as this is my first Q&A let's get one thing straight from the start: WE'RE NOT HIDING ANYTHING!!! We tell you everything as soon as we know it! Honest! So don't keep asking when the NU64's coming out – we've told you dozens of times already and if we know any different we'll tell you in News! Bear that in mind, and I'm sure we'll get on just fine. 2. Turn to page 6 of this issue of NMS. Look at the screenshots and read the report printed there. Now, do you still want a Playstation? Thought not. 3. WHY INDEED?***

Q HOBSON'S CHOICE?

Dear Dave,
Your mag is ace, but could you answer these queries...
1. What do you think I should get out of the following: Killer Instinct, Primal Rage or Batman Forever?
2. How much will the NU64 be when it comes out?
3. Who is your favourite character in Killer Instinct?
4. Is MK3 better than Wrestlemania?
5. Is the Playstation better than the NU64?
Mark Dobson, Lincoln.

A ***DAVE: 1. If you want them sorted in order of descending goodness, then it's: Killer Instinct, Primal Rage and then, last but most definitely least, Batman Forever. 2. SHUT IT! 3. Mine is Sabrewulf, Andy's is Jago, Simon's is Glacius, Shaun's is Chief Thunder, Pete's is B. Orchid and Chris's is Fulgore. Got all that? 4. Oh, by crikey yes. 5. Yes, of course it is. We've been rumbled. Raise the white flag. What do you think, you dolt?***

Q GOING APE!

Dear Dave,
1. Is it true DKC 2 is coming out in November?
2. Is The Mask on Super NES worth £50?
3. Can you tell me how many bonus rooms there are in each level of DKC because I've only got 92% and I need 100%?
4. What happens when you get 100% in DKC?
Richard Linthorne, Burnham-on-Sea.

A ***DAVE: 1. Indeed it is – and it should be in the shops as you read this! 2. It's up to you really, although for that sort of cash there are certainly better platformers about. 3. For this sort of info you really need to refer back to our ancient playing guide. Alternatively, phone the Nintendo Hotline on (01703) 652222. 4. That would be telling – although I will tantalise you by revealing that the maximum score in DKC is actually more than 100%...***

Q I DONE BROKE IT!

Dear Dave,
Please, please, pleeeaase print this letter.
Thanks a million.
1. Any news on MK4, KI2 or Primal Rage 2 on the NU64?
2. When I was flicking through an American mag I saw a review of Top Gear 3000. Is this coming out here?
3. Over the Summer I sent my NES to the Nintendo Service Centre to get it fixed. I paid £25 for the repair and have only played it twice since I got it back. Today I sold it but they brought it back because the screen had gone fuzzy and the characters were numbers. Now I can't sell it. Is there anything I can do? If I send it back to the Service Centre will I have to pay again? Please help.
4. When is Theme Park coming out and how much will it cost?
5. Is either Final Fantasy 3 or Secret Of Mana 2 ever going to come out over here?
Jamie McCormick, Killiney.

A ***DAVE: 1. See my answer to the previous writer's first question? The same principles apply here. 2. No – but I wouldn't worry too much because it's awful. 3. If the NES didn't work when you got it back from repair then you'd be within your rights to demand a free repair or a replacement. However, it sounds like this problem developed after it had been repaired, so you'll have to fork out to get it looked at again, I'm afraid. 4. It should be out right now (and about time too) and it costs a very reasonable £44.99. 5. Final Fantasy 3 is getting on a bit now so it's unlikely to get a UK release. There are no plans to release Secret Of Mana 2 over here, but if you like RPGs there's always Secret Of Evermore (which is 'sort of' a sequel) – turn to page 40 to find out all about it.***

Q LIKE, CRAZY MANA!

Dear Dave,
1. When's Secret Of Mana 2 coming out? Will there be a Secret Of Mana 3 for the Super NES or NU64?
2. Is there going to be a Zelda game on the NU64? And if so, when? What about on the Super NES?
3. Are SquareSoft going to stick with the Super NES or abandon it for the NU64?
4. Why doesn't your mag give away posters as free gifts?
5. Does Squaresoft's Final Fantasy have the same combat system as its Secret Of Mana?
6. How can I record all my game endings on video? What sort of cables would I need?
7. Now that Killer Instinct is out and about does this mean the end of the road for Streetfighter?
Marcus Saufsen, Ipswich.

A ***DAVE: 1. Mana 2? I've answered that already. As for Mana 3... a Super NES version seems unlikely but on the NU64 anything is possible. 2. Nobody knows for sure, but given that Zelda is one of Nintendo's biggest sellers it wouldn't be all that surprising if they were. 3. From what we understand Squaresoft still has a few Super NES games up its sleeve, but it's inevitable that they'll move slowly but surely over to NU64. 4. Because we always have something better to offer. 5. No. 6. This is NMS, not Dixons! If you want that sort of info, talk to them or someone like them. 7. I very much doubt it.***

Q WHAT AN IDIOT!

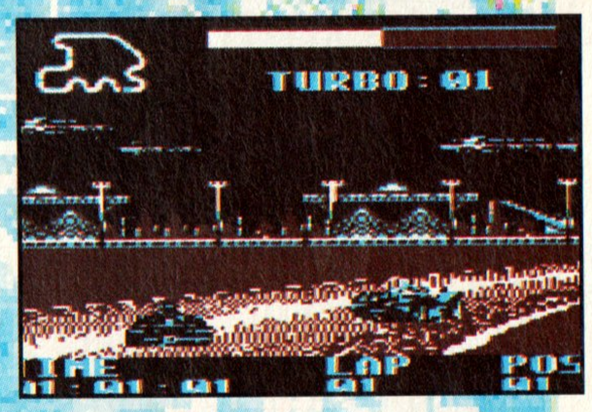
Dear Dave,
I own a Game Boy, so could you answer these questions.
1. Should I buy DKL or wait for DKL2?
2. Is there going to be a DKL2?
3. What are the Top 5 GB games, not including DKL?
4. Is Rocket Knight Adventures out for the GB?
5. Is it possible to rent GB games?
6. Has any game ever got 100%? If so, what was it?
7. Is either Super Mario All-Stars or Super MarioKart going to come out on the GB?
Phillip Davies, Gloucester.

A ***DAVE: 1. DKL2 won't be out for ages so... well, you work it out, Einstein. 2. You're trying to do my head in, ain't ya? 3. Currently they are: Kirby's Dreamland 2, Zelda: Link's Awakening, Killer Instinct, Wario Blast and Galaga/Galaxians. 4. Nope. 5. Not as far as we're aware. 6. No, because there's never been a totally perfect game. 7. No, but Streetracer is and that's sort of MarioKart-ish.***

Q LOST IN MUSIC!

Dear Dave,
1. I've just bought Killer Instinct and on my second go I completed it with Thunder. Is this a record?
2. I own a Playstation and I've got Battle Arena Toh-shin-den. What game do you think I should get next?
3. What do you think are the best five games on the Super NES?
4. Who do you think is the best fighter in Killer Instinct?
Chris Buckley.

A ***DAVE: 1. No. "I'm In The Mood For Dancing" by the Nolan Sisters. Now that's a record. 2. DKC2 for your Super NES. 3. Alright, here we go: Super MarioKart, DKC, Killer Instinct, Yoshi's Island and Super Mario All-Stars. 4. As I'm writing this, it's Sabrewulf – but I'm sure that everyone else in the office would totally disagree.***



(ABOVE) Streetracer on the GB – will it satisfy your handheld MarioKart-related cravings?

Q TELLY ADDICT!

Dear Dave,
1. Will Nintendo ever bring out a TV tuner for the GB?
2. When will the much-missed Nindex be back?
3. I'd quite like a basketball or a platform game. What do you recommend?
J. A. Skinner, Basingstoke.

A ***DAVE: 1. No – but who wants to watch telly in black & green anyway? 2. Never if I've got any say in the matter (which I have). 3. If it's a basketball game you're after then go for NBA Live '96, while Yoshi's Island is any platform game fan's treat.***

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

Gadzooks chumplets run! A simulation title that's been ported from the Amiga and PC and employs the use of the Super NES mouse. Sounds as exciting as watching your nails grow. But is it?

Well, it can't be that dull because its sold well over half-a-million copies on the PC alone. Although the very mention of the dreaded Personal Computer monicker normally sends Super NES owners jumping and powering-up over the the hills and far away in fright. But hey, before we letterbox Nintendo owners as platform pundits only, let's examine the facts...

Sid Meier's

CIVILIZATION

WHAT'S IT ALL ABOUT, ALFIE?

A good question indeed. The basic premise of Civilization asks you to play God and found a culture of your own. Beginning at the dawn of time the task-in-hand is to develop this Civilization and take them through era after era, developing their technology, avoiding war and pestilence so eventually they become the dominant power on the planet and ultimately have the capability to explore outer-space. Be warned, this could take some time. I mean look at 'real-life' and what a crap job we've done so far!

RESIGN! RESIGN!

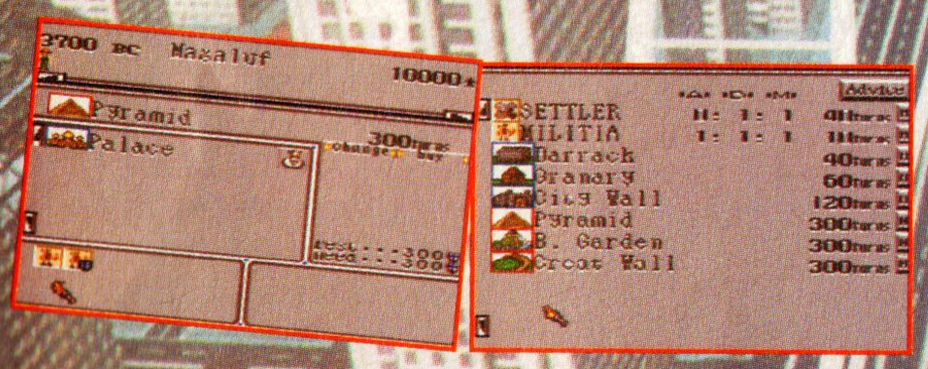
If you're going to start your own Civilization you need strong leaders of men to run things. Civilization allows for all-sorts of political intrigue, double-crossing and negotiation to take place. Indeed, your city may well spread to become a nation, before becoming a super-power. Once this status has been achieved then Ambassadors are going to be needed to deal with rival super-powers. A couple of James Bond-types might come in handy as well, so you can nick industrial secrets, drink ghastly Martini's and try to cop off with top foreign girly KGB spies.

WE BUILT THIS CITY!

Starting way back in time as a mucky little oik without any form of housing your first job is to establish some form of settlement. Your fella in charge then has to traipse around the countryside looking for such things as water supplies, adequate defensive systems, good hunting stock and farmland. Then, it's time to get the builders in to do a botch job, take five times longer than it'd take to do it yourself while abusing everyone and make lewd suggestions to your girlfriend.

AND IT MAKES ME WONDER...

In Civilization just about everything that has taken place on Earth can quite feasibly happen. Whether it be the creation of the seven Wonders or the spread of Bubonic plague, it's all in there. A sobering thought, but at least that means that there's a chance that Pamela Anderson will get invented and hopefully she'll live next to my hut!



WHERE? THERE ON THE STAIR!

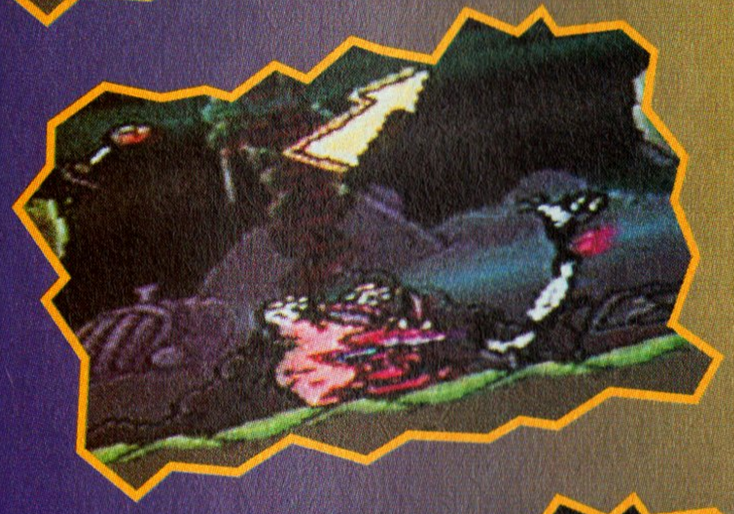
Lo and behold a game that takes advantage of the Super NES mouse! Yes, as Civilization's a strategy title, the idlest mouse in the history of the species gets disrupted from his biro-punctured-card-board-box and clicked out of hibernation. It's as well really because the game's much easier to manipulate using the little grey furry chappy.

GAME DATA

- GAME: CIVILIZATION
- BY: KOEI
- RELEASE: TBC
- GAME TYPE: STRATEGY
- PLAYERS: 1
- CART SIZE: 16 MEG

NICKELODEON®

AAAHH!!! REAL MONSTERS™



Greetings Terror Trainees! Ever wondered what you have to do to become a *real* Monster? Well, here's your chance to find out!

Help Ickis, Krumm and Oblina pass their monster exams to become real monsters by collecting icky trash, scaring the pants off humans, and playing golf with your own eyeballs!

- Switch between monsters at any time or team up the threesome to perform ghoulish triple monster moves.
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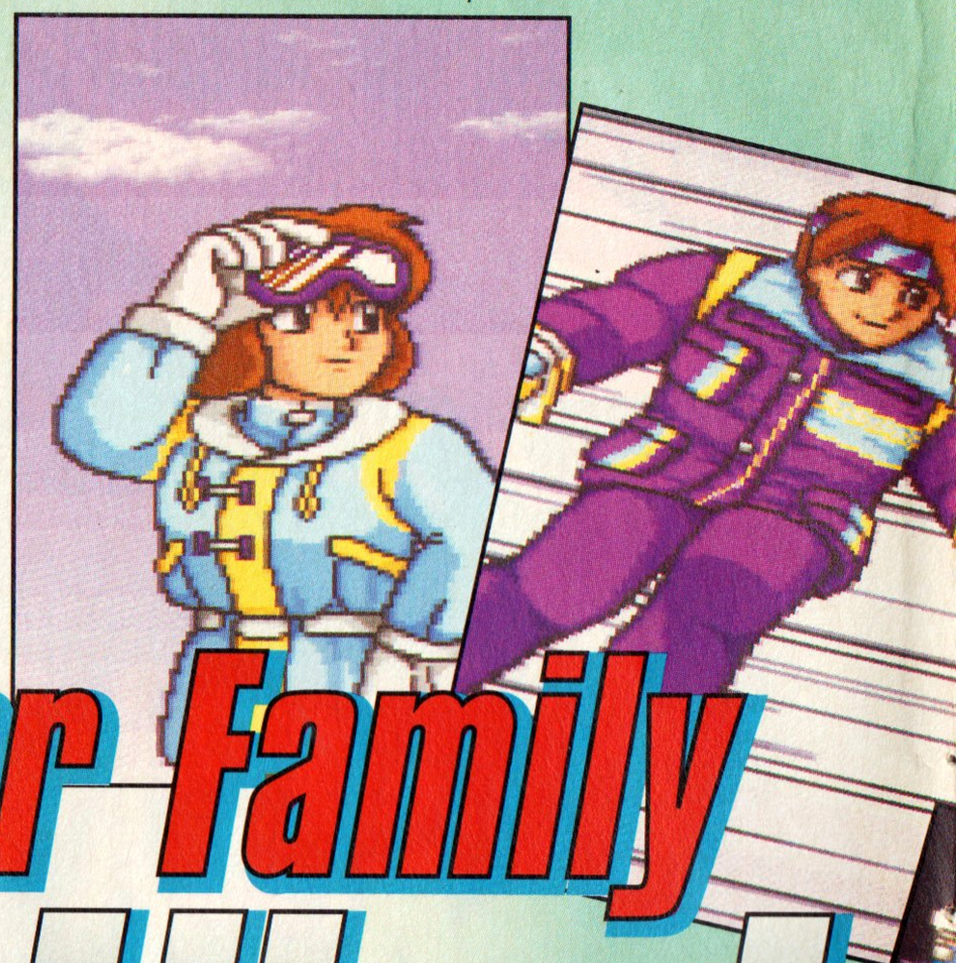
IN PROGRESS

SUPER NINTENDO ENTERTAINMENT SYSTEM

Skiing, then. Is it a battle of human endeavour against the powerful forces of nature? Or just a load of rich people in garish clothes sliding down frozen water on wooden slats? Perhaps Namco's forthcoming homage to all things slippery and downhill holds the answer?

Let's face it, there's hardly ever been a decent ski title on the Super NES. Those that have attempted to reproduce the joys of tumbling down hillsides in an icy cold-bottomed heap haven't exactly triggered an avalanche of praise. Subsequently most development teams keep well away from the genre, considering them too tricky to tackle successfully. But not Namco. Fresh from producing Alpine Racer, the first coin-op ski title worth looking at in the arcades, Namco's Super NES team has come up with a cutesy-style ski game that seems to have the potential to become the 'Numero Uno' snow title for Nintendo's 16-bit hardware when it arrives in Japan after Christmas.



Super Family Gelände

ABOMINABLE SNOWMAN!

The basic premise of Namco's alpine affair is to successfully beat the clock at eight differing locations. Each course has a qualification time which must be beaten before you can compete in the final. Once qualification has been accomplished then the final's definitely take a turn for the surreal – and we mean surreal. Events are pretty straightforward in the first two to three finals, with your little slalom lover taking on a foxy female skier, a snowboarder and a kind of bat-style fellah. But once these have been left to flounder in the sleet then it's time to race oddballs like a snowman that throws his head as a weapon. Not very sporting and certainly not the same snowman that little Aled Jones sung about.

WOULD SIR LIKE TO TRY IT IN A 38"?

What self-respecting member of the privileged nouveau riche would dare appear for a night's aprés ski entertainment without some trendy day-glo shellsuit? In fact, who (apart from the snowboarding grungesters) would dare leave the ski lodge in anything less than the prescribed psychedelic romper suit? So, not wanting to embarrass fashion conscious gamers, Namco has included its very own Top Shop in the game where you can slip into something a little more comfortable. While the ski-suits themselves do very little apart from letting you transform your sprite into something that might prove a little more pleasing to the eye, the ski's do actually affect your in-game performance.

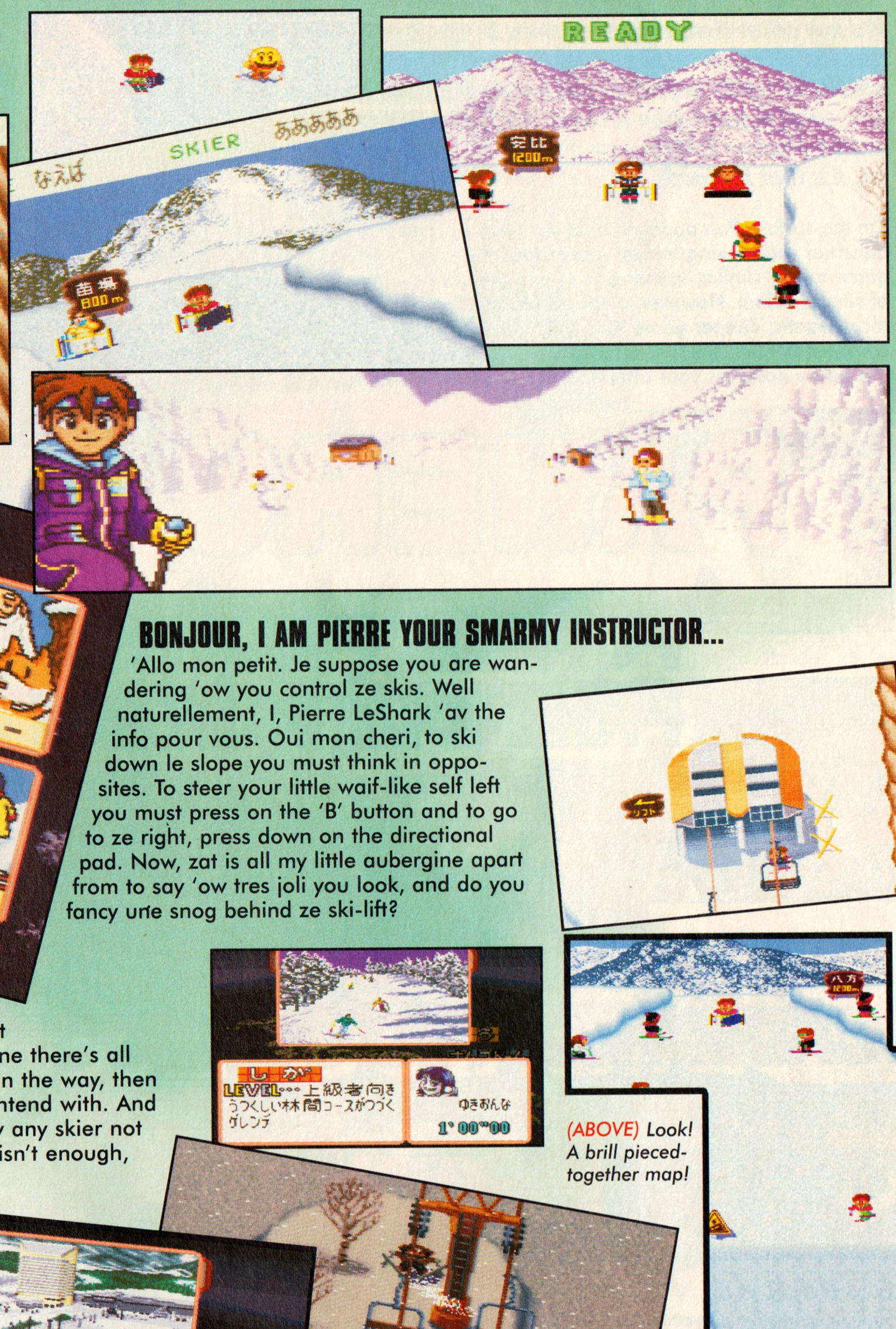
(ABOVE) All together now: "We're walking through the air..." You know, It's an NMS office fave, that one...

GAME DATA

- *GAME: SUPER FAMILY GELÄNDE*
- *BY: NAMCO*
- *RELEASE: TBC*
- *GAME TYPE: SKIING SIM*
- *PLAYERS: 1*
- *CART SIZE: 16 MEG*

OFF THE PISTE!

It's devastating, but it does happen. One minute you're happily cutting an 'S' through a carpet of untrodden snow, the next you sneeze into your goggles and you can't see much that doesn't have a green translucent viscosity to it. The result? A tumble down a harsh rocky mountainside and another game over. Bah!

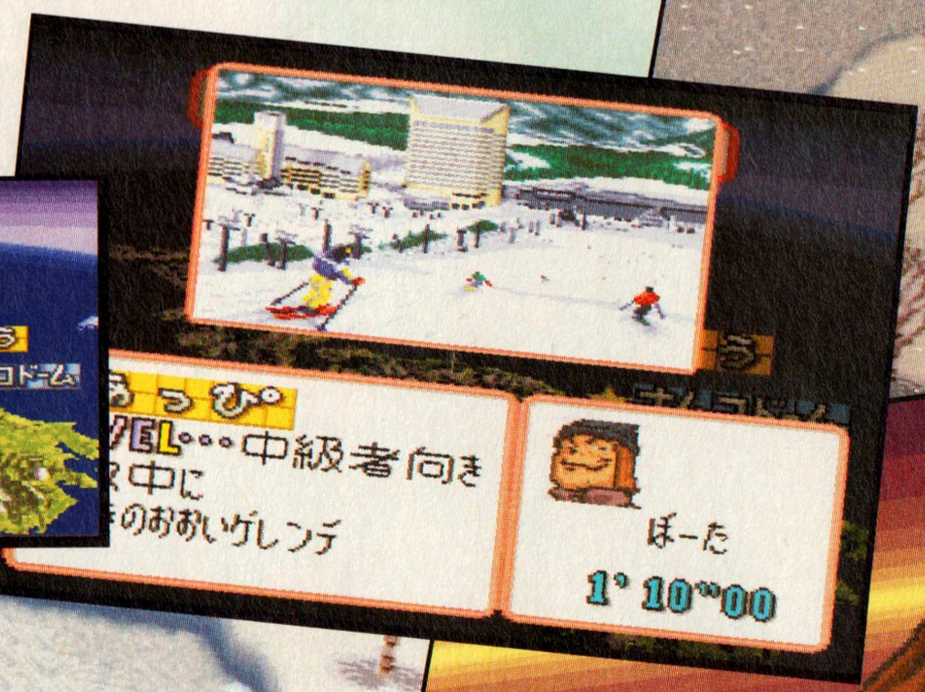


BONJOUR, I AM PIERRE YOUR SMARMY INSTRUCTOR...

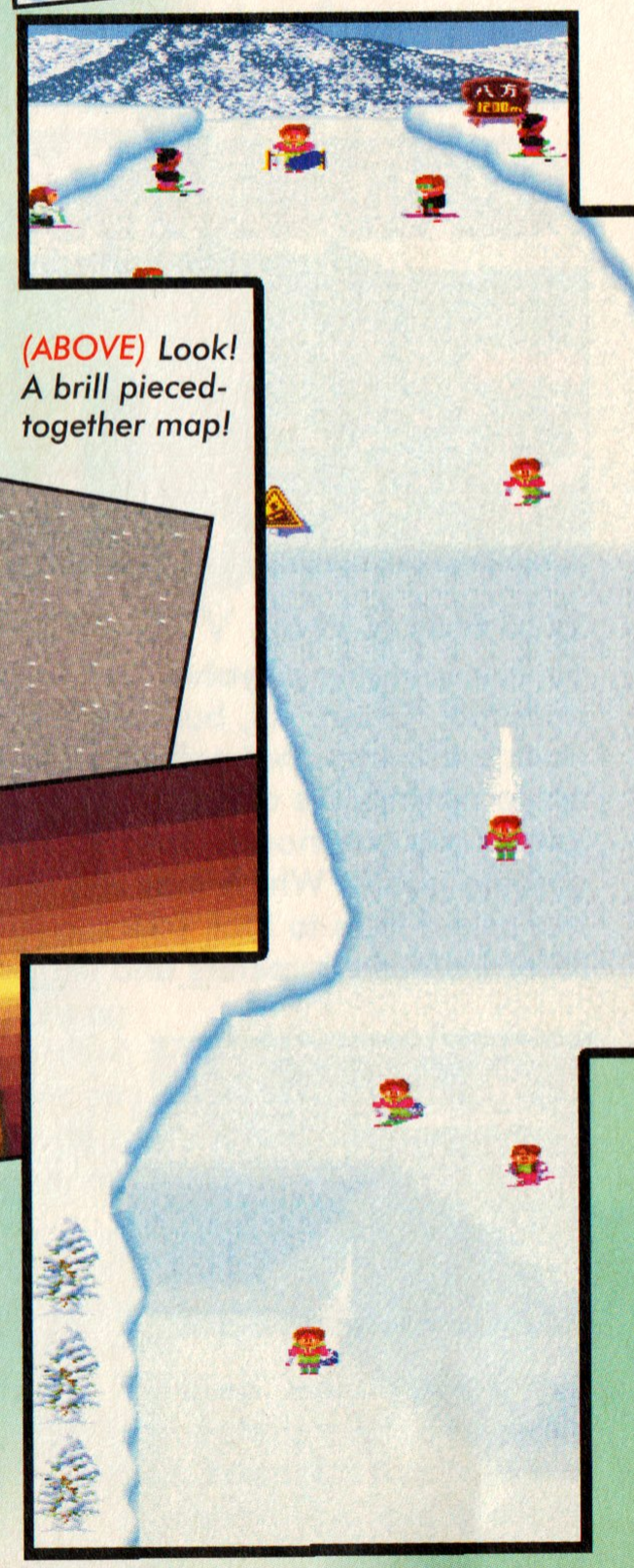
'Allo mon petit. Je suppose you are wandering 'ow you control ze skis. Well naturellement, I, Pierre LeShark 'av the info pour vous. Oui mon cheri, to ski down le slope you must think in opposites. To steer your little waif-like self left you must press on the 'B' button and to go to ze right, press down on the directional pad. Now, zat is all my little aubergine apart from to say 'ow tres joli you look, and do you fancy urne snog behind ze ski-lift?

COURSE COURSE!

Before anyone jumps to the conclusion that Gelände's just a simple case of skiing downhill as fast as poss, better forget it because there's a lot more to it than that. For one there's all those other punters on their ski holidays to get in the way, then there's the host of sharp dips and inclines to contend with. And to cap it all off, there's all that pack ice to throw any skier not concentrating 100% way off course. And if that isn't enough, then there's the changeable weather to contend with. Honestly, who'd go on a skiing holiday?



(ABOVE) Look! A brill pieced-together map!



(ABOVE) Don't you just love that big-eyed, small-nosed Japanese cartoon style? I know I do...

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

PANERU GOPON

FUMBLE FRANTICALLY WITH FRIENDLY FAIRIES!

BLEND BLOCKS FOR CATASTROPHIC COMBOS!

CONTEMPLATE THE MYSTIC ZEN OF PON!

It's not often that a game arrives in the NMS offices that causes all work on the magazine to come to a complete standstill while we fight one another for the next go. But just such a game has arrived. It's a puzzle game, it's called Paneru Gopon - or 'Pon' to its friends - and believe us, it's that brilliant!

On the surface Pon appears to be yet another Puyo Puyo clone with a bunch of sad-looking fairies. And indeed the basic premise of the game is very similar, in that one or two players have to line up blocks of similar colour. However, a couple of plays reveals Pon to be a much more frantic, deeper game than Puyo Puyo and one with incredible combo potential. There is also another rather intriguing reason why this game deserves your attention, but more of that later...

BLOCKSY BLUES?

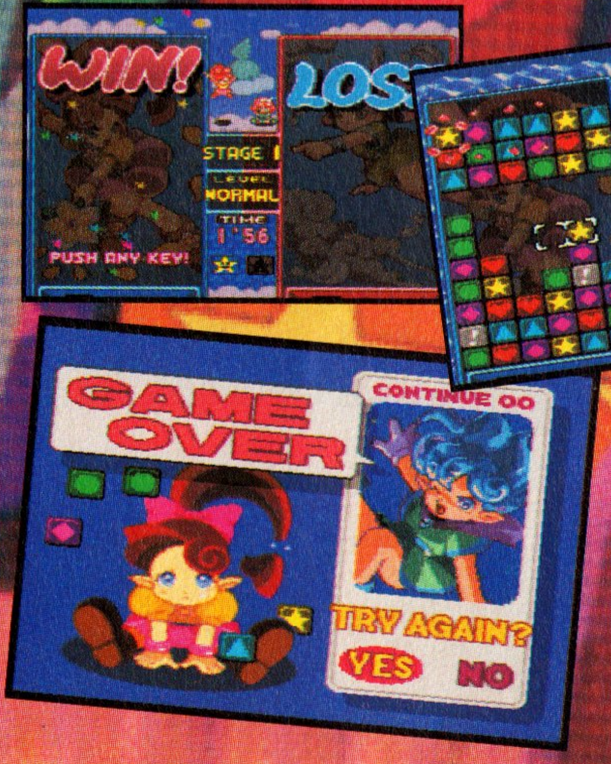
As has been mentioned, Pon is similar to Puyo Puyo with players clearing blocks by matching them in rows or columns of three or more blocks of similar colour. But rather than the blocks falling, as in Puyo, they rise with varying speed from the floor. Clearing them away is achieved by controlling a two block-wide cursor, using it to swap adjacent blocks around. Single-player games come in a variety forms, as either Tetris-style endurance rounds or against CPU-controlled opponents. There is also a puzzle mode where pre-built screens must be cleared in a limited number of moves and, for the hard-of-thinking, there's a tutorial mode. But the real fun is in the smart two-player games...

ULTRA COMBO!

In the two-player versus game, three blocks in a row disappear without much consequence. Four or five disappearing blocks, on the other hand, have more serious effects. Achieving such a feat - and it often is a feat - causes huge 'Super Blocks' to fall onto the opponent's side that only revert into normal blocks if a touching row or column is destroyed. Now the real fun starts - the game gives players a brief moment to arrange the blocks beneath the Super Block as it changes, the ultimate aim being to make chain reactions as new rows or columns are formed. Create several reactions and a fanfare sounds, heralding much despair and Super Block-related doom on your opponent's part.

SUPREME VICTORY!

So Pon is highly playable and has amazing combo potential. Great. Ah, but it also has a twee soundtrack and somewhat naff fairy characters for players to control. It's also a puzzler and puzzle games are notoriously hard to sell to the British gaming public. Which may explain why Nintendo has asked Rare to look into substituting its own Killer Instinct characters and sound effects into the game. Imagine performing an opponent-wearying combo whilst a booming voice announces a "Blaster Combo!" - awesome! Typically, Rare will not confirm or deny its involvement in the conversion project, despite the fact that Mr Minagawa, PR supremo at Nintendo of Japan, told us about it himself. Guess we'll just have to wait and see. Just remember who told you first.



GAME DATA

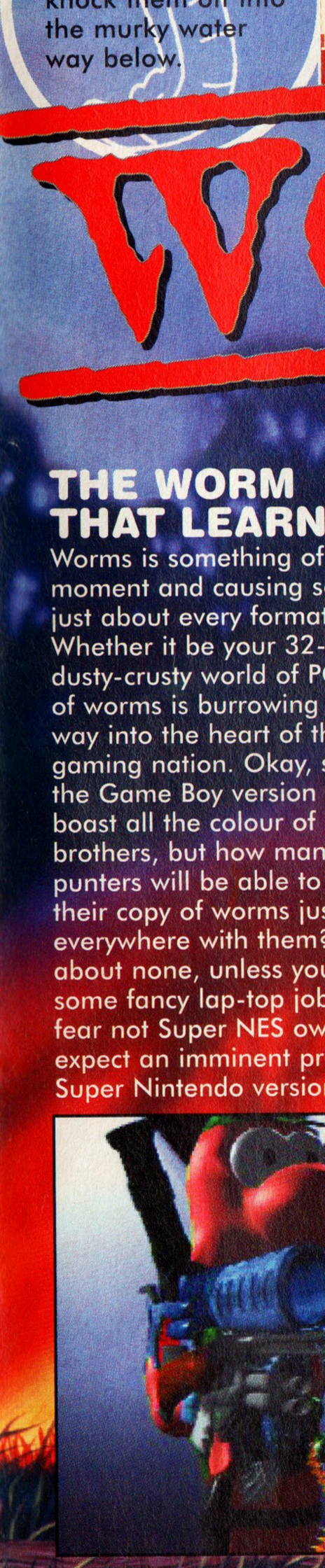
- GAME: PANERU GOPON
- BY: NINTENDO
- RELEASE: TBA
- GAME TYPE: PUZZLE GAME
- PLAYERS: 1-2
- CART SIZE: 8 MEG

GAME BOY PREVIEW

WORMS

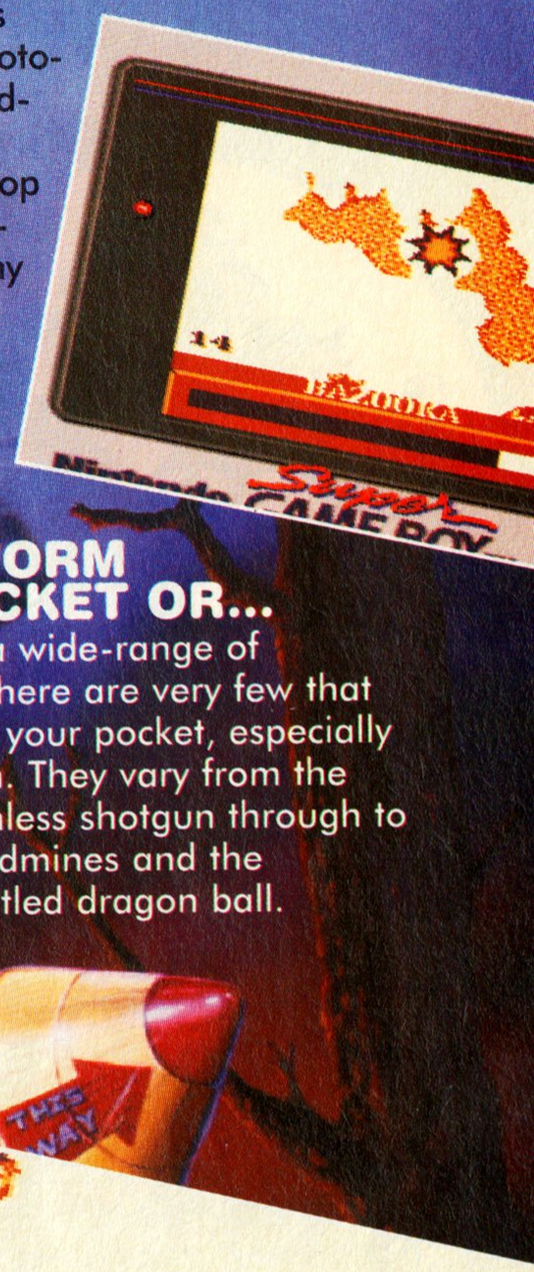
Who'd honestly think that you could make a game about about slimy things that live in your garden and eat soil all day? Noone really, until Earthworm Jim wriggled his way onto the scene. Well, now Team 17 have got themselves an annalidic anxiety attack on the way. Matron, the worming tablets if you per-lease...

Worms, not the most exciting of our planetary brethren are they. By and large the best your average Tape, Slow or Ringed worm can hope for from his day is to swallow mouthfuls (if they have mouths?) of dirt in one end, only to excrete it at the other end via its bum (same query as mouths). And this monotony could only be expanded upon if a passing fat starling happened to swoop down and peck said wiggly worm into little fleshy lumps. That was until Team 17 decided to tool them up and send them into battle...



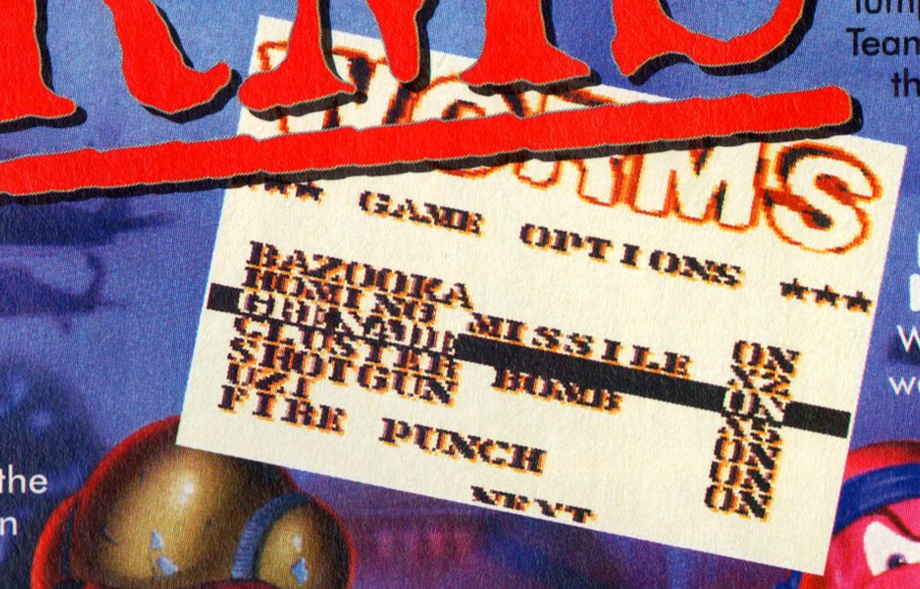
MOUNTAINS OUT OF WORM HILLS!

Worms has loads of different landscapes to battle in and each has its own set of obstacles and features which make it a challenge. For example, there's loads of overhangs and bizarre shaped terrain which make it difficult for your worms to get a proper shot at the opposition without taking huge lumps out of the planet. But it's neat because while you might not hit them directly, or even get close, you'll probably move the earth and leave them vulnerable or, better still, knock them off into the murky water way below.



IS THAT A WORM IN YOUR POCKET OR...

Worms comes with a wide-range of weapons, although there are very few that you could keep in your pocket, especially if you're a worm. They vary from the seemingly harmless shotgun through to bazookas, landmines and the strangely titled dragon ball.



THE WORM THAT LEARNED...

Worms is something of a phenomenon at the moment and causing somewhat of a stir on just about every format conceivable. Whether it be your 32-bit consoles or the dusty-crusty world of PCs, the waring world of worms is burrowing its way into the heart of the gaming nation. Okay, so the Game Boy version won't boast all the colour of its bigger brothers, but how many other punters will be able to take their copy of worms just about everywhere with them? How about none, unless you've got some fancy lap-top jobby. And, fear not Super NES owners expect an imminent preview of a Super Nintendo version.

THE WORM AT WAR...

The basic idea behind Worms is to annihilate another brigade of worms using a wide variety of weapons. Each worm has his, or her, own individual turn and can move and jump around before choosing their weapon and attempting to blow up either one or more of the opposing teams' annalids.

(LEFT) That brown and blue stuff is water, if you were wondering.

GAME DATA

- GAME: WORMS
- BY: TEAM 17
- RELEASE: TBC
- GAME TYPE: BLAST-'EM-UP
- PLAYERS: 1
- CART SIZE: 2 MEG

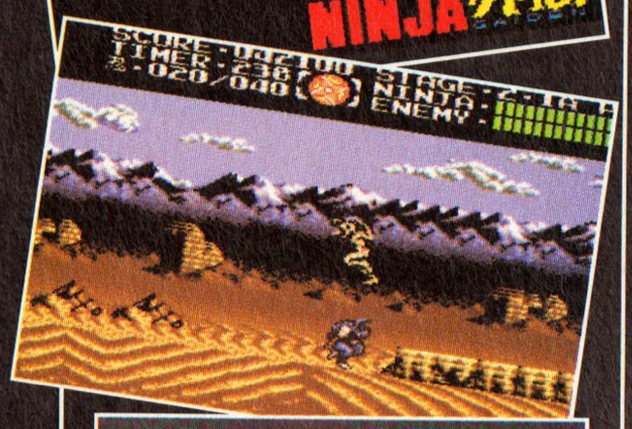
PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

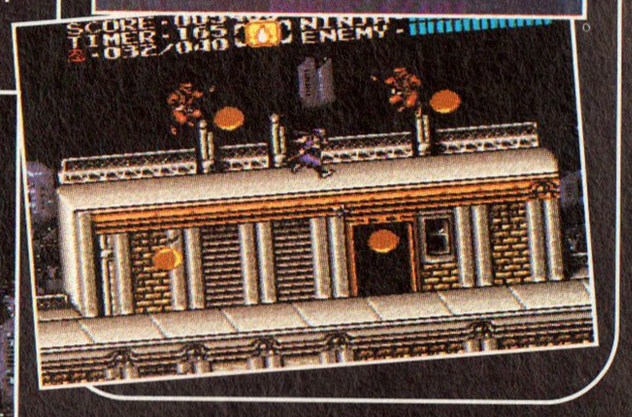
NIN GAI TRIO

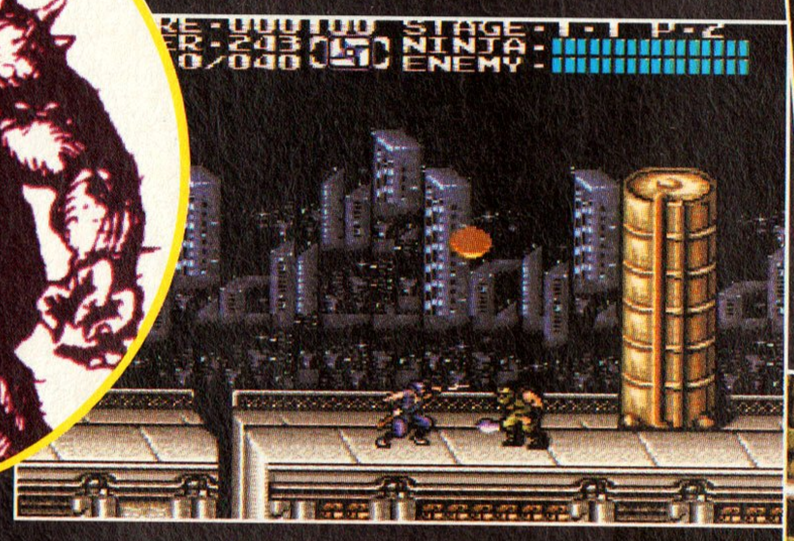
THREE GA ...THAT DON'T LOO HONEST THEY DO

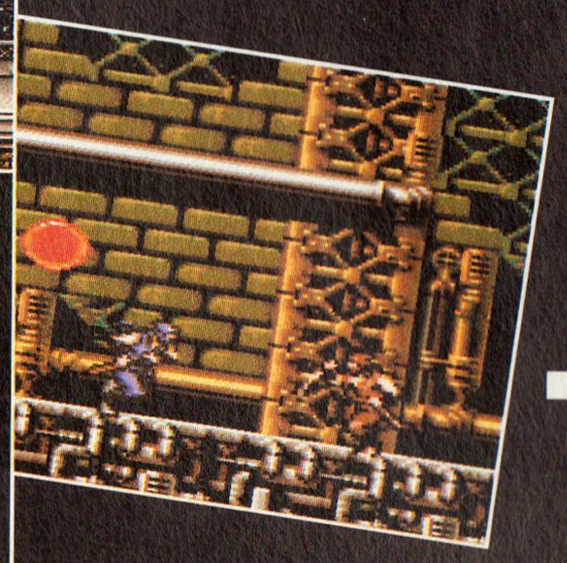
We've already seen, and very much enjoyed, the Mario Bros collection from the NES converted onto one Super NES cart. In Japan the Zelda series has also received the same Super NES treatment, although it's only available on the satellite system. Bah! But never fear - Tecmo have converted their NES "classics", the Ninja Gaiden Trilogy, onto one cart. Hoorah!

The Ninja Gaiden Trilogy follows the adventures of Ryu (no relation) as he fights the ancient forces of darkness with his Ninjutsu powers. The story begins when Ken, father of Ryu (hmmm!), is killed by sinister forces. Ken was head of the Hayabusa clan which has for generations been the guardian of the legendary Dragon sword. Understandably non-chuffed, Ryu sets out to avenge his father's death and restore peace to the land. A feat so huge that it takes up three separate games...



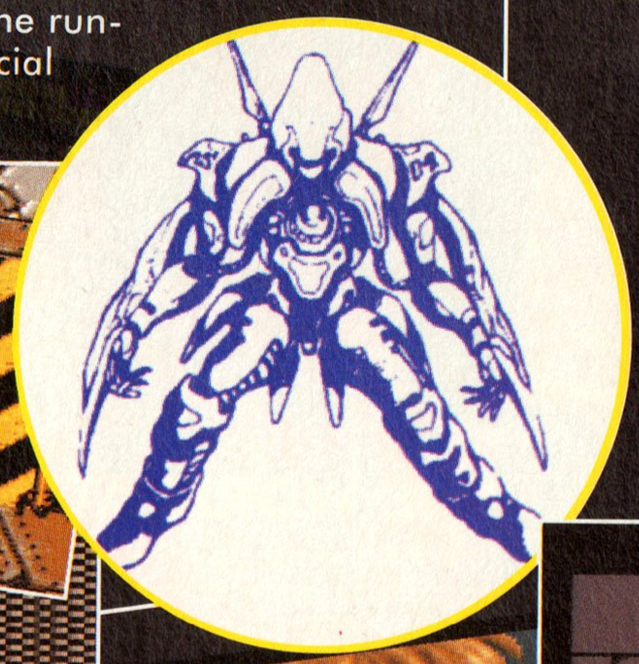


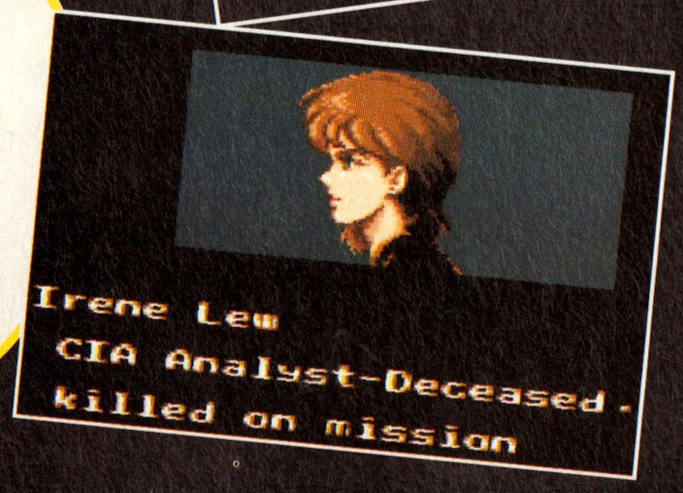




SCROLLIN' SCROLLIN' SCROLLIN'

The Gaiden trilogy are very similar in style although there are new features in Gaiden II and III. Each of the three games being a pretty much straight left-to-right scrolling beat-'em-up with end-of-level guardians to defeat. Along Ryu's travels he collects a variety of power-ups. When the symbols are collected, points are added to the running total but beware - using a special weapon reduces the overall total.





AWAY IN THE USA!

Ryu is kidnapped by those "sinister forces" whilst in America, but escapes their clutches only to come face-to-face with an even more sinister woman who, somewhat ungraciously, shoots him. However, later on she presents him with a strange statue - must have felt guilty or something. The woman turns out to be Irene Lew, a top CIA secret agent. After Ninja Gaiden II she was assigned to a new case. Ryu later learns of her death in his final adventure when he meets H.P Clancy, another agent-type who seems to know something about her disappearance. Honestly, that's the story. Not what you'd call gripping, is it?

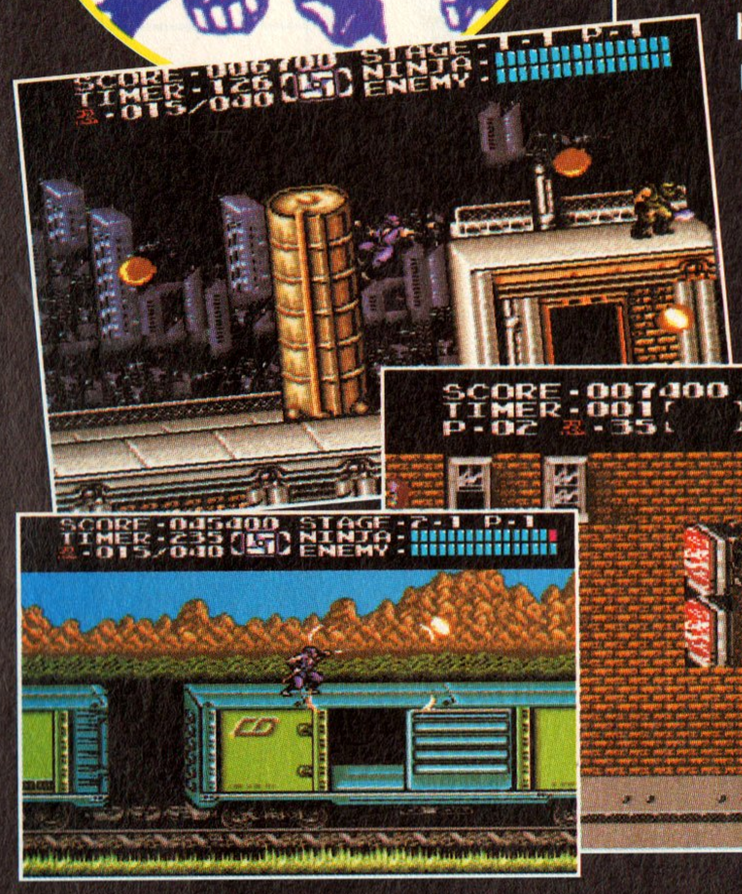
NJA DEN LOGY

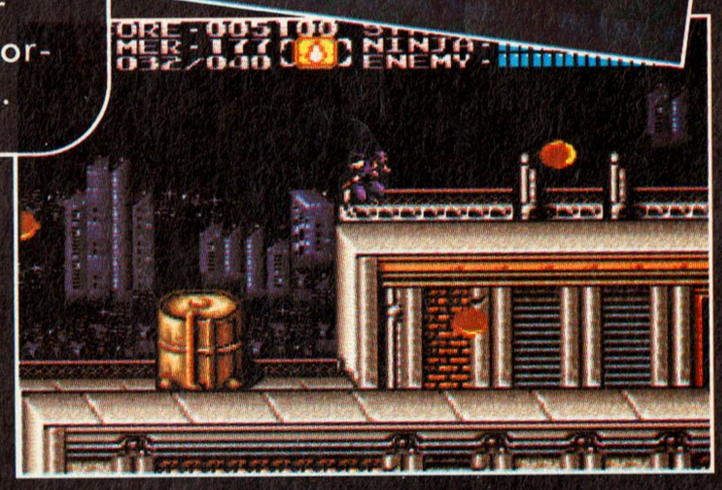
MES ON ONE CART... K THE SAME N'T!

SUPER NINTENDO ENTERTAINMENT SYSTEM **PREVIEW**

YOU DRIVE ME UP THE WALL!

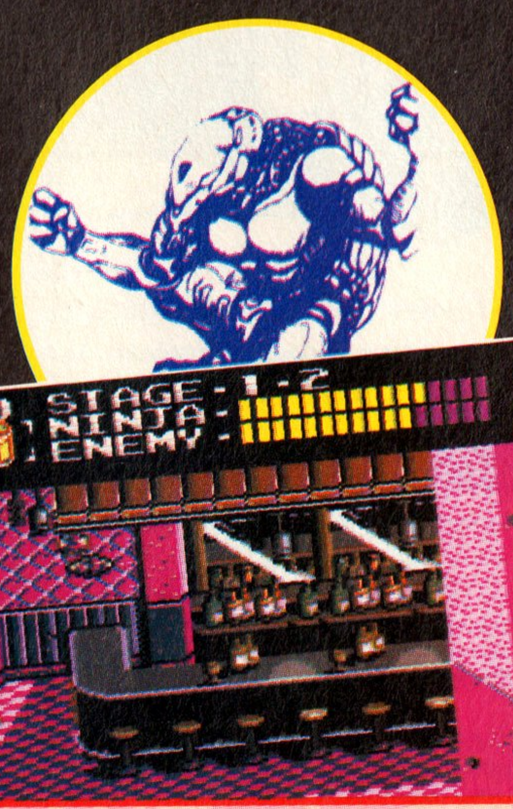
In all the adventures Ryu is able to attack enemies whilst clinging onto walls. However, he can only attack using the power boosting item he has in his possession. There are several different power boosts available, with improved boosts in Gaiden II and III. He is also able to scale walls by springing between buildings. What a versatile chap he is, no?

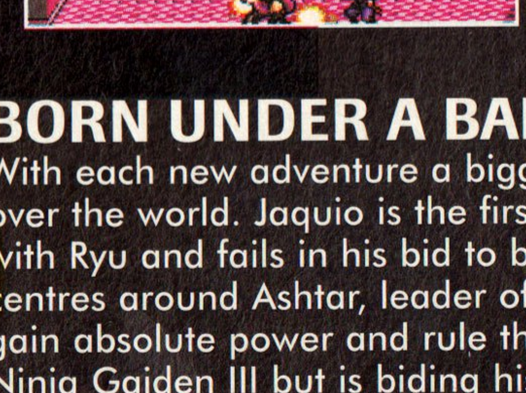


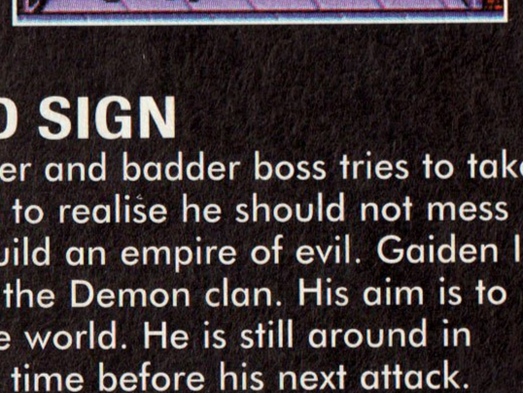


COME ON IRENE...

During the course of the three adventures, there are a host of characters who assist Ryu. As well as Irene Ryu meets a certain Mr. A. Foster. He starts the game as a raw recruit in the CIA and progresses through to a high ranking CIA staff officer by Gaiden III. He helps Ryu by providing useful information and also asks for Ryu's help once in a while.

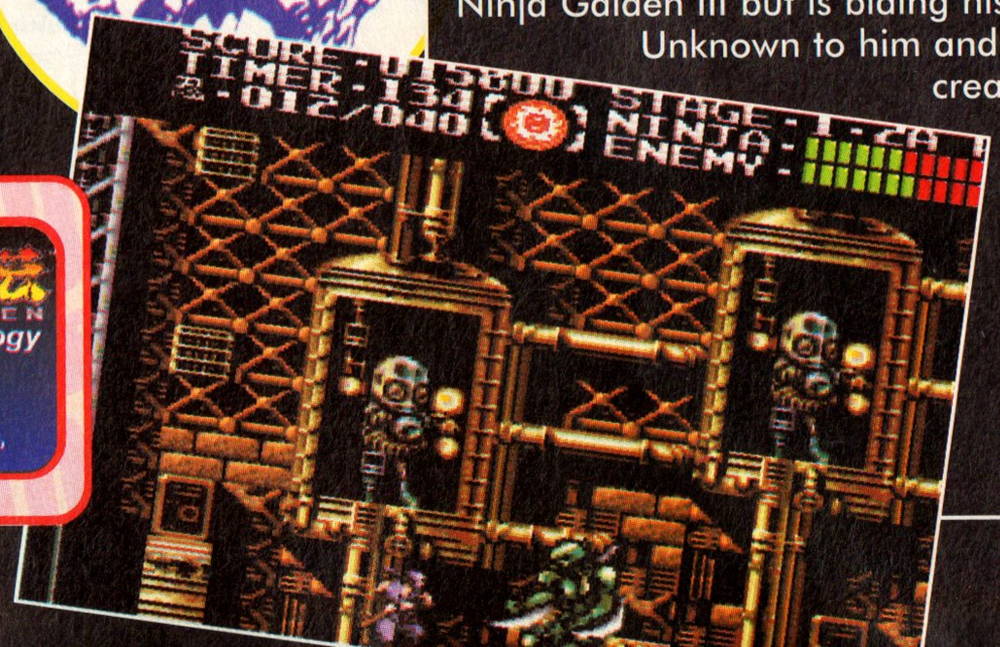






BORN UNDER A BAD SIGN

With each new adventure a bigger and badder boss tries to take over the world. Jaquio is the first to realise he should not mess with Ryu and fails in his bid to build an empire of evil. Gaiden II centres around Ashtar, leader of the Demon clan. His aim is to gain absolute power and rule the world. He is still around in Ninja Gaiden III but is biding his time before his next attack. Unknown to him and Ryu though there is another creature that is about to emerge...



GAME DATA

- GAME: NINJA GAIDEN TRIOLOGY
- BY: TECMO
- RELEASE: TBA
- GAME TYPE: BEAT-'EM-UP
- PLAYERS: 1
- CART SIZE: 12 MEG

TALES FROM THE TOP-SHELF!

EPISODE 1: A TERRIBLE WASTE!

AS USUAL THE QUEUE FOR NMS STRETCHED BACK INTO THE STREET...

Damn, this is ridiculous, there'll never be enough copies to go round! Goddamit this is happening every month!

We like Sega, yeah we like Sega we do..

FOR GEOFF DINGLE IT WAS A TYPICAL SATURDAY MORNING. AN INTERMINABLY LONG WAIT AT THE NEWSAGENT, ONLY TO WALK AWAY EMPTY HANDED. AS HE BEGAN THE WALK HOME GEOFF PASSED A GROUP OF UNFORTUNATES WHO KNEW NOTHING OF THE MAJESTY OF NMS..

THAT NIGHT GEOFF TRIES TO RELAX..

If Sarah ever finds out I didn't bother subscribing the wasting disease'll set in and I'll be like those other poor fools and our marriage is over!

Darling is that your NMS. Glad to see you did the clever thing and subscribed.

Oh, er, yes you're so right... Hey baby, don't you think it's time you came off the Turbo-Slim?

...DAYS LATER AND GEOFF HAS STILL NOT HAD A DECENT READ...

Sarah, please! Don't leave me... I'll subscribe and everything will be alright!

Geoff! You've lied to me. Why didn't you subscribe and get 12 for the price of 10 when you had the chance! That's it, we're through! If you want me I'll be at Andy McVittie's!

BUT IT WAS TOO LATE..

Doc, is there nothing you can do?

Sorry Geoff, the offer ended in the February issue! It's out of my hands. I'll put you on a course of other Nintendo mags, but they're so weak they may just encourage your disease!

Ooh, this is such a heavy read my poor hands can barely cope!

THE DOC WAS RIGHT AND WITHIN WEEKS THE EFFECT OF INFERIOR MAGS HAD REDUCED GEOFF TO A COWERING MESS, A SHADOWY CREATURE WHOSE HANDS HAD SWOLLEN FROM READING CONTAMINATED LOWER QUALITY PUBLICATIONS.

UNTIL ONE DAY GEOFF'S BODY TOTALLY SHRIVELLED UP.
Don't get all twisted up inside like Geoff! Subscribe to Nintendo Magazine System before it's too late. Take advantage of our 12 for the price 10 offer before February and you'll receive NMS for twelve months for the staggeringly cheap price of £26.50! Do the math before it's too late!

Phhhrr, (dribble-dribble) Phhhrr. Why didn't I subscribe (dribble) when I could. Someone fetch me colostomy bag... Quick!

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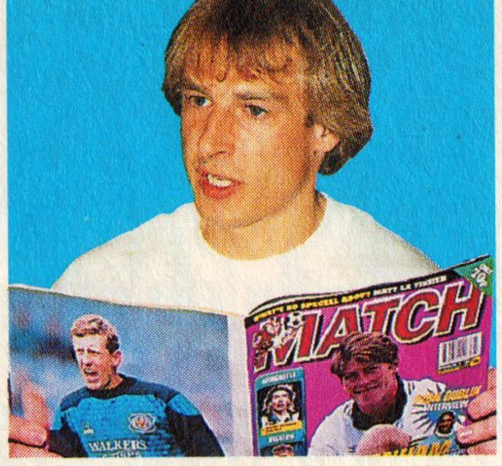
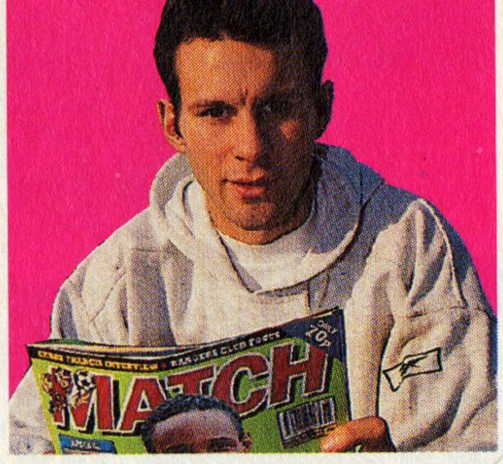
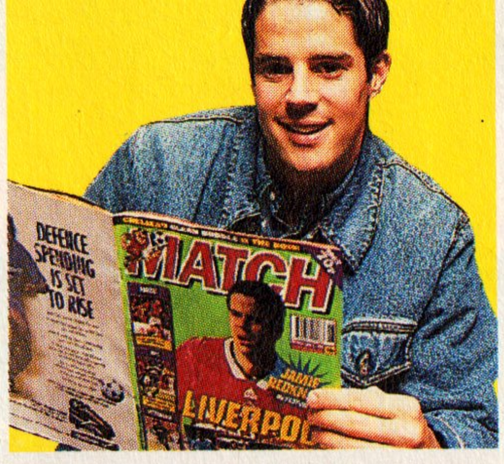
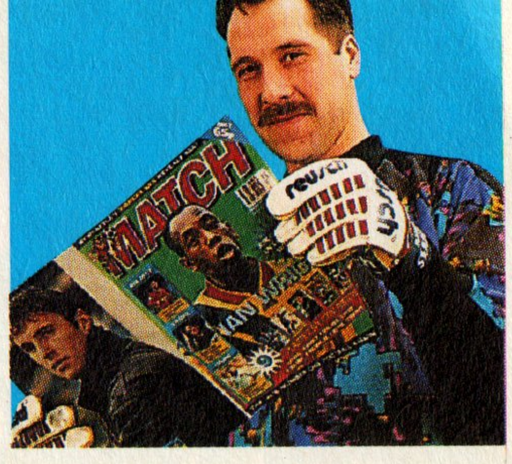
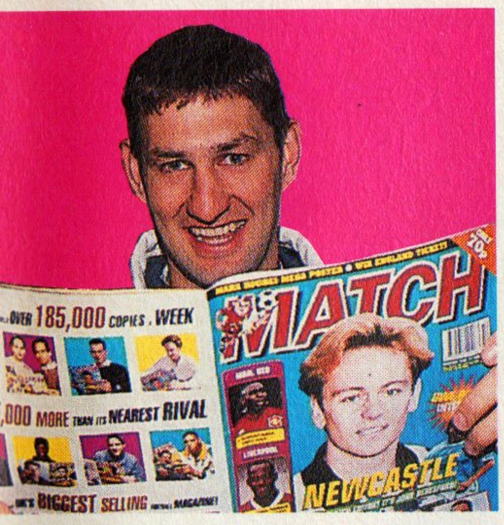
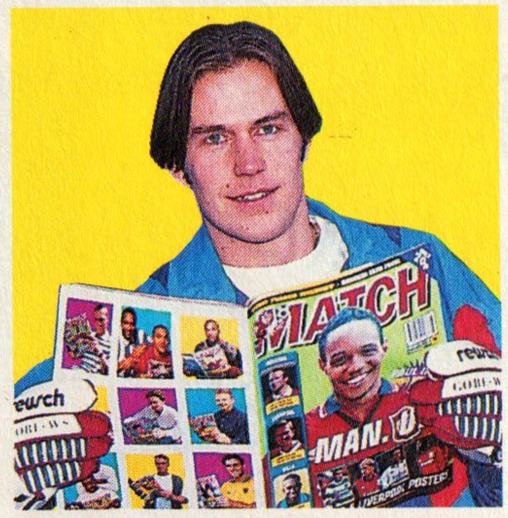


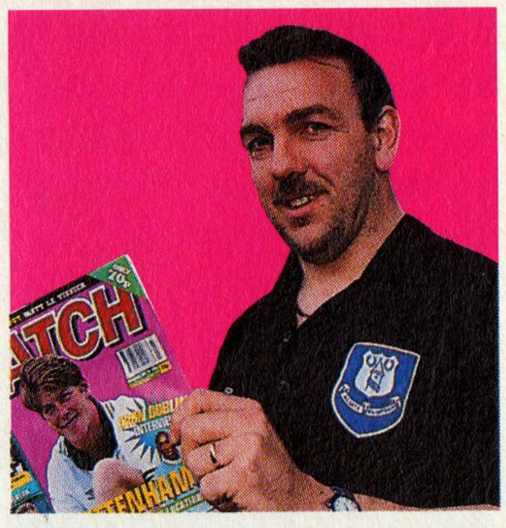


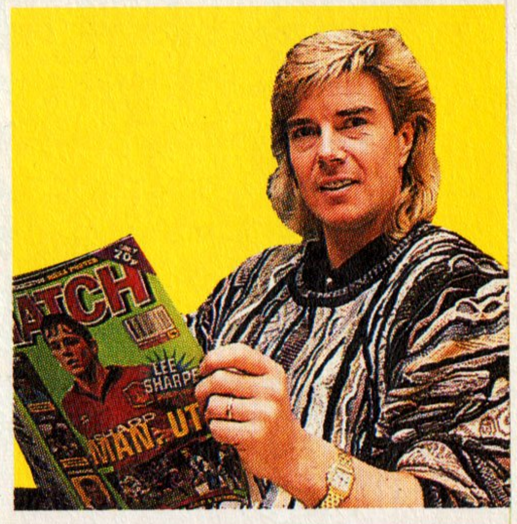


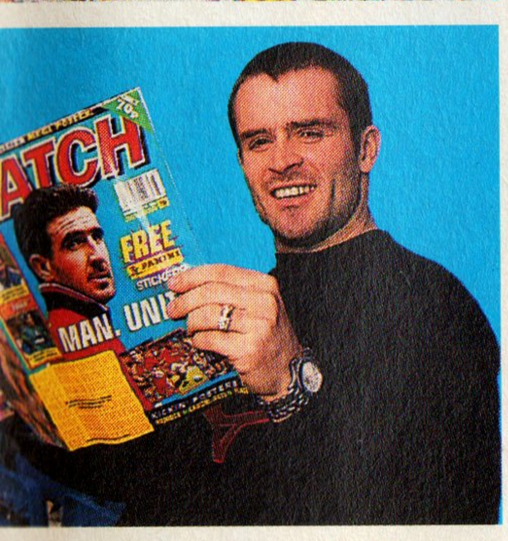


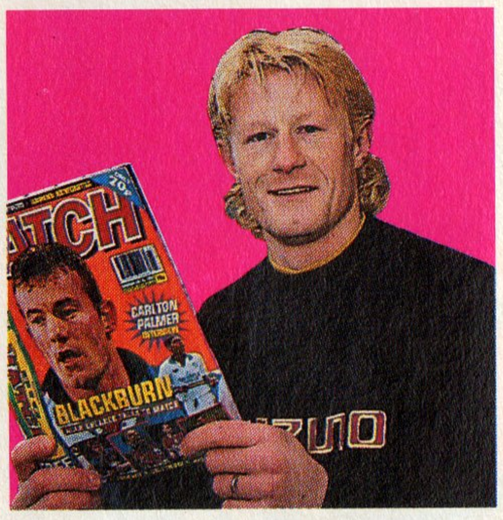


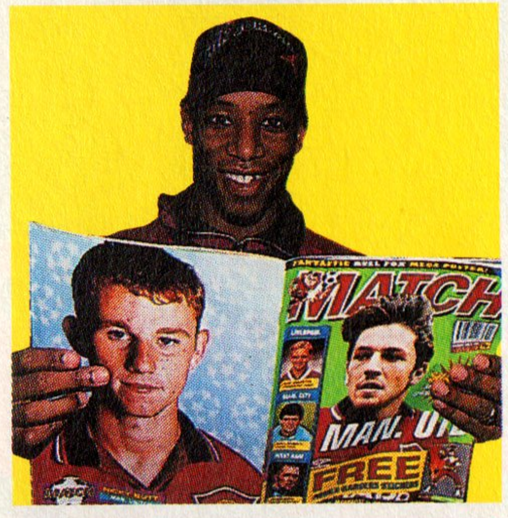


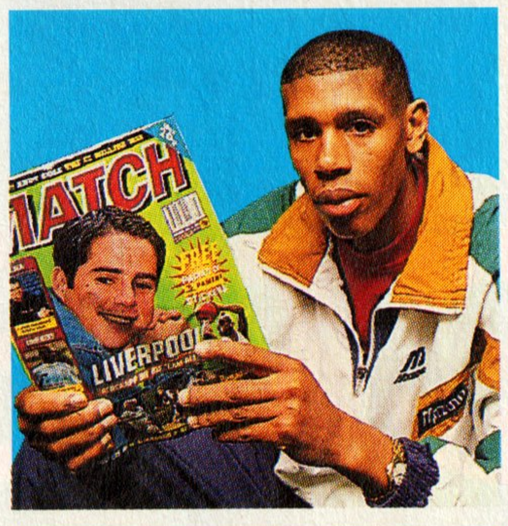


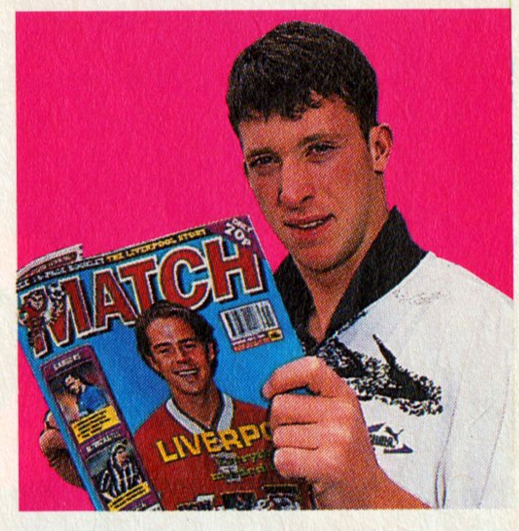


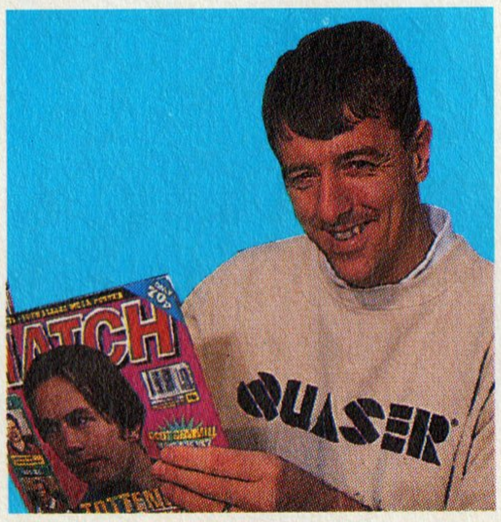


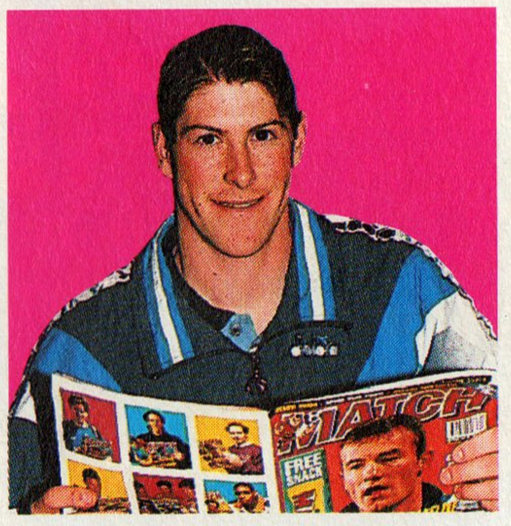


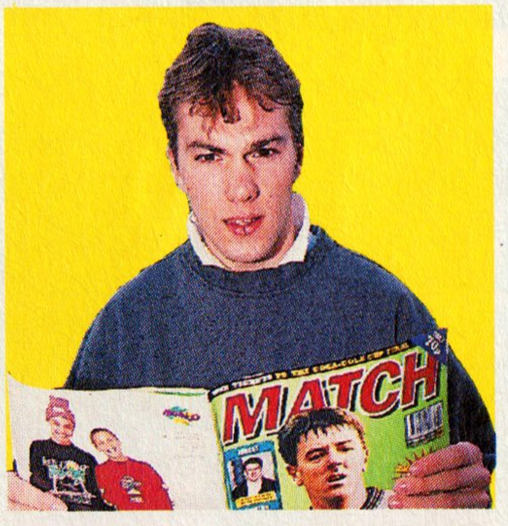


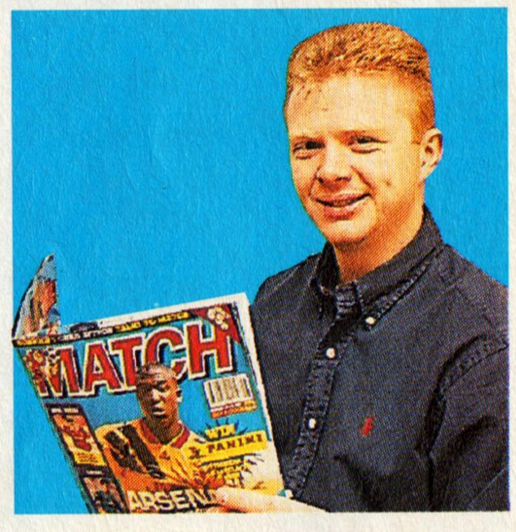


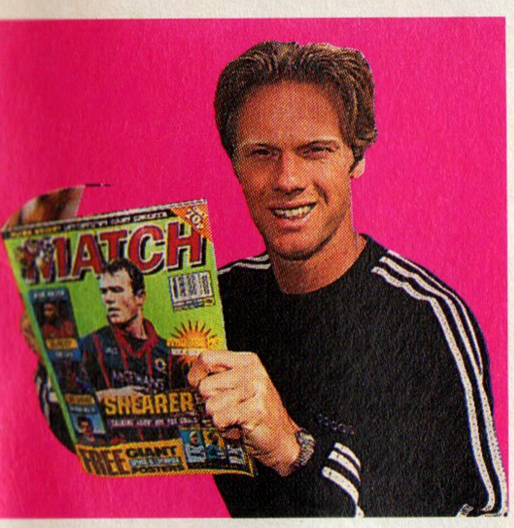


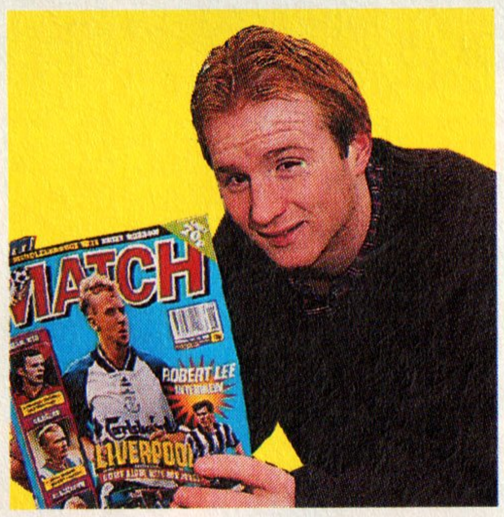


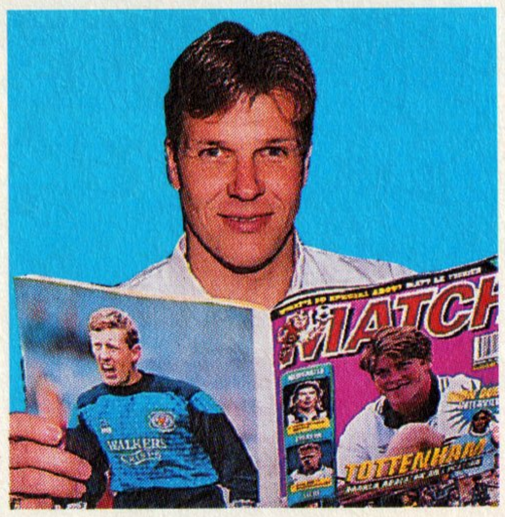


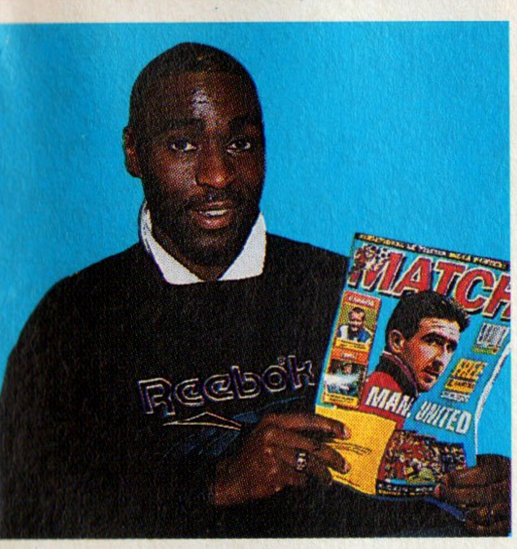


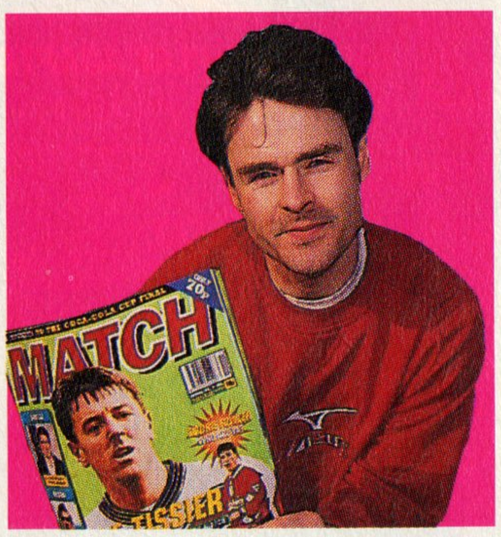


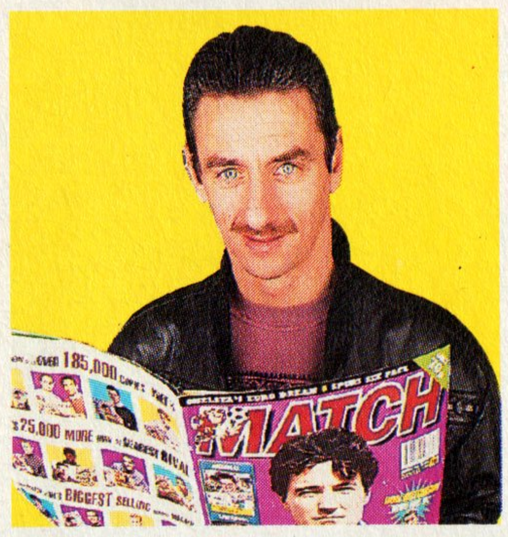












MATCH

EVERYTHING YOU WANTED TO KNOW ABOUT FOOTBALLERS AND *MORE!*

SPECIAL FEATURE

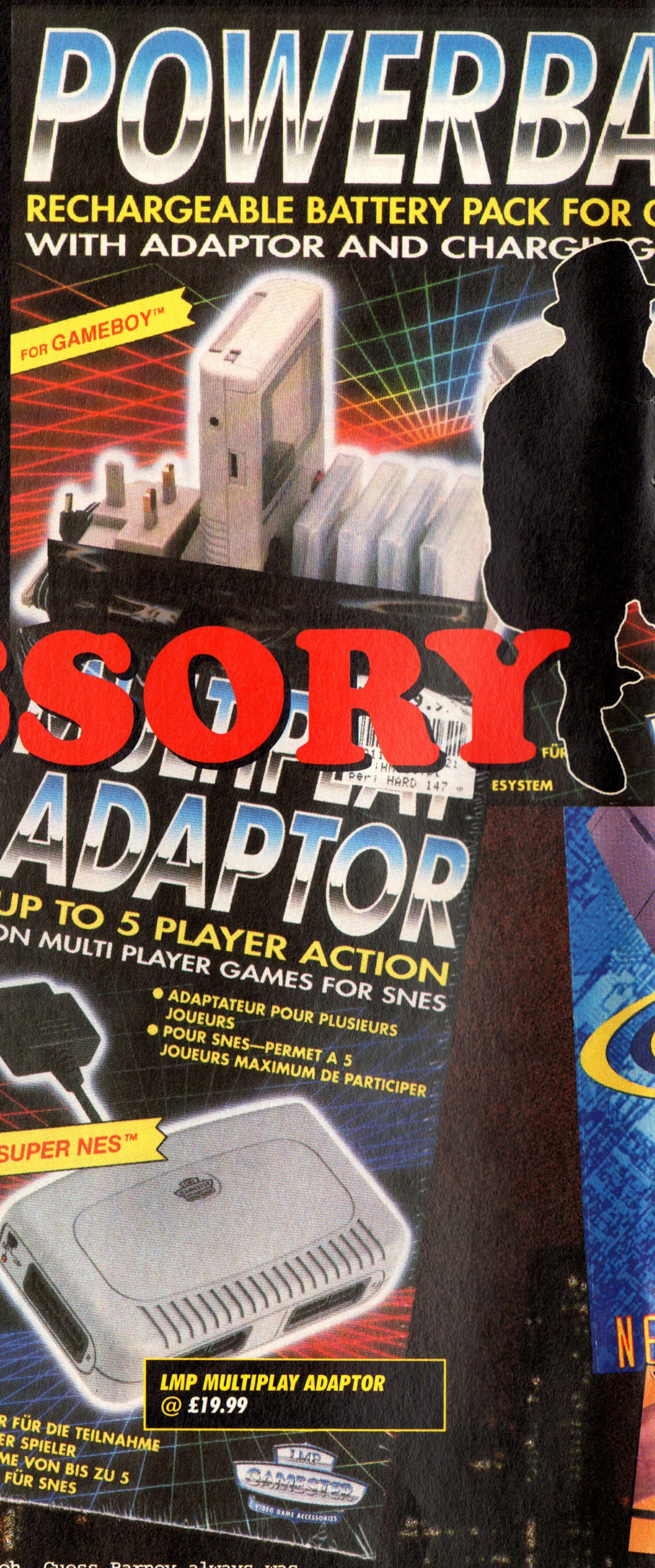
ACCESSORY

Aah, the night air – I love it. The sharp tangy kebab-scented breaths drawn into lungs quickened by the serpentine twist of a Game Boy cart. The frozen echoes of "how high can you try" echoing from a thousand Donkey Kong games. but with night comes danger. Danger for all games fans. And Dick Cleaver is the man who knows about games danger. Yeah, that's right, Dick Cleaver – Games Investigator. The guy they say pulled off the Spanky's Quest Scam. But I ain't saying it was me. Maybe it was and maybe it wasn't and maybe that's all you gotta know, buster.

You wanna know my secrets? Hell, you ain't got time to hear *my* secrets. But I can tell ya this – a gamer alone ain't got a chance. When the chips are down you gotta reach for your piece. And you better hope that piece is the right one for the job. For example, it's not a Superscope. And it ain't no mouse with Mario Paint, either. Look kid, if you wanna stay smart around these parts take a little trip with me.

BARNEY'S PLACE

Hey, here we are kid, Barney's Place. Time for our regular little gathering for five-card Bomberman. If you wanna play this properly, you're going to need the right kit. I hit the HMV Megastore for this baby. You might as well skip the spare joypads - the Big Nin controllers are still the best, although they're maybe a fiver more than the ten-spot jobs there. But any gamer worth their salt should have at least one pad of their own to bring to the party anyway. Nah, what you wanna get your mitts on is this five-player adaptor. Sure, it's not so flash as the official HudsonSoft straight-line adaptor, but it's cheap. Real cheap. Like another five quid cheaper cheap. And remember - hold on double bombs, double on kickables if you don't wanna lose ya shirt.



QJ FOOTPEDAL
@ £9.99

Uh-oh. Guess Barney always was a sore loser. Quick son, grab the dough and meet me in the Mario Kart - we've gotta get outta here! Hold on while I plug in my new footpedals. Yeah, that's right wise guy, I said footpedals. maybe you never considered 'em before when they were like thirty shekels, but these guys you can find kicking around for ten. Yeah, professor, from HMV too. They might not be state-of-the-art, but the re-programmable buttons are a steal for driving games. And escaping irate speak-easy dudes.

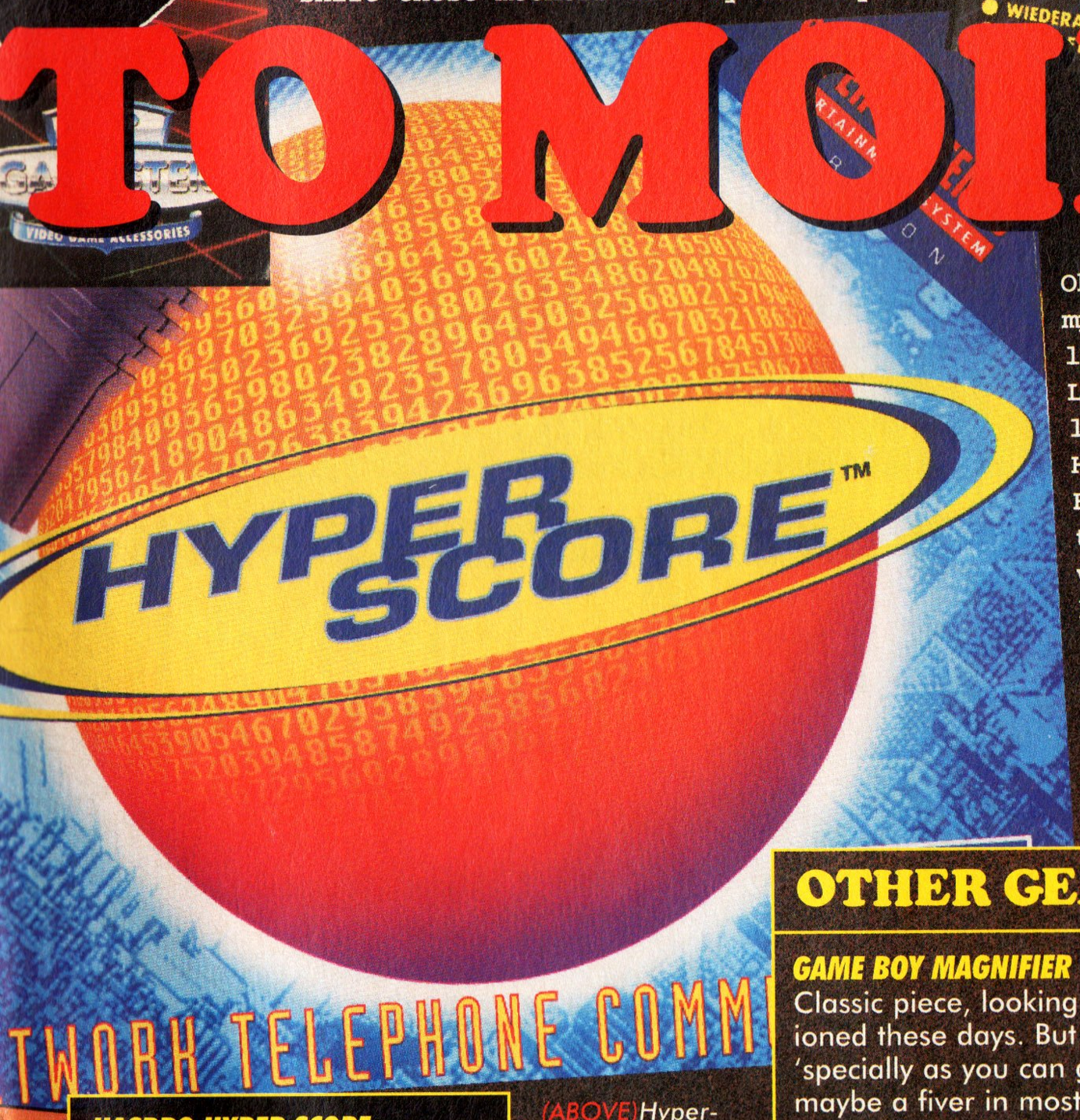
SPECIAL FEATURE

TO MOIDER...

LMP GAMESTER GB POWERBASE @ £14.99

Well, looks like we're bummed out of the big game, shorty. And look at these streets - not a power point in sight. Where's a guy supposed to plug his NU64, huh? Well, never mind. You gotta get your kicks how you can in the big city. Lucky I got my LMP Powerbase. It's a Limey-ass Game Boy charger accessory. Set me back fifteen buckaroonies at Future Zone, but its saved my gaming a thousand times. It's a rechargeable pack which fits into the battery slot of your 'Boy for about ten hours of play. There's also a mains adaptor, which doubles as a charger for the battery pack. It's not exactly designer pretty, but it does the job. And hey, those instructions come in six languages, so you can shift those mothers down by the bay.

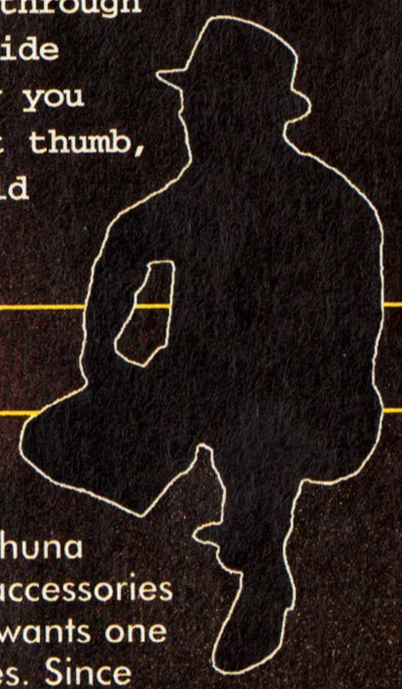
(LEFT) If Dick ever needed his batteries re-charging, he knew just where to come.



HASBRO HYPER SCORE @ £29.99

(ABOVE) Hyper-Score meant Dick didn't ever have to keep notches on his bed-post!

Okay bud, the heat should be off by now. Let's hit my office. I got a spare SNES set up and you're looking pretty hot on DKC there on the portable. Let's get you registered with the big boys. Looks like you could maybe crack the Hyperscore Gang. Here, plug this in. Yeah, that's the baby - Hasbro's main piece. Thirty notes to you from Billy the Virgin. Ten cheaper than you'll find most elsewhere. It's the globe-spanning high-score bulletin board. Post your best efforts through the Hyperscore onto the worldwide championship table and see how you compare to the pros. Work that thumb, kid - Dick Cleaver always could use a sidekick.



OTHER GEAR

GAME BOY MAGNIFIER @ £5
Classic piece, looking a little old fashioned these days. But worth having, 'specially as you can get these for maybe a fiver in most places. Shop around for a deal. Don't take no lip from any wise-guy behind the counter if he tells ya any different.

GAME BOY CARRY CASE @ £8
It looks neat. The dames like 'em. It keeps everything in place and stops bits of bag fluff getting caught in your cartridge port. Hell, you could always keep your lunch in it even if you don't got a Game Boy.

SNES CARRY CASE @ £25
Maybe not such a hot bet. Yeah, sure it's a good idea. But you wanna advertise that you're carrying two big ones of gear around with you? Plus the compartments have to be so big to accommodate the bulky tools - it's not exactly slimline.

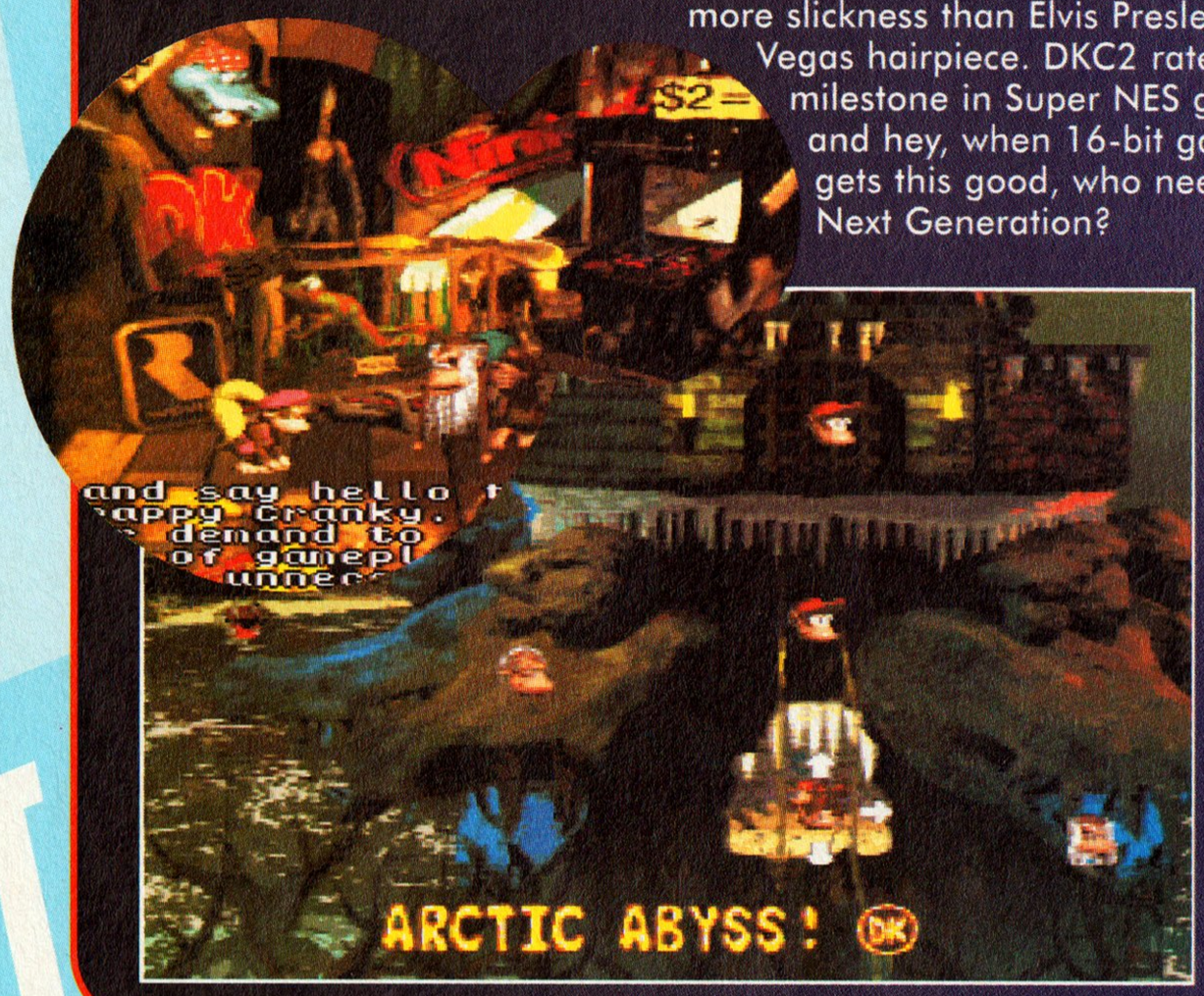
SUPER GAME BOY @ £50
It's the Big Kahuna so far as the accessories go. Everyone wants one of these babies. Since Cranky the Jap laid his cut on the parts they're more expensive than a regular Game Boy, and they're not portable. But you get all the extra colours and sound. Anyhow, they're meant to replace old 'Boys' not introduce new blood to the market.

GAME BOY 4-PLAYER @ £20
Get it. And track down a copy of F1 while you're at it and three other Game Boy fans. You'll never leave the house again, except to go round to theirs to play. First it takes your money, and then it takes your goddam life. Damn them games...

DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST

BY: NINTENDO
FORMAT: SUPER NES
NMS RECOMMENDED 97%

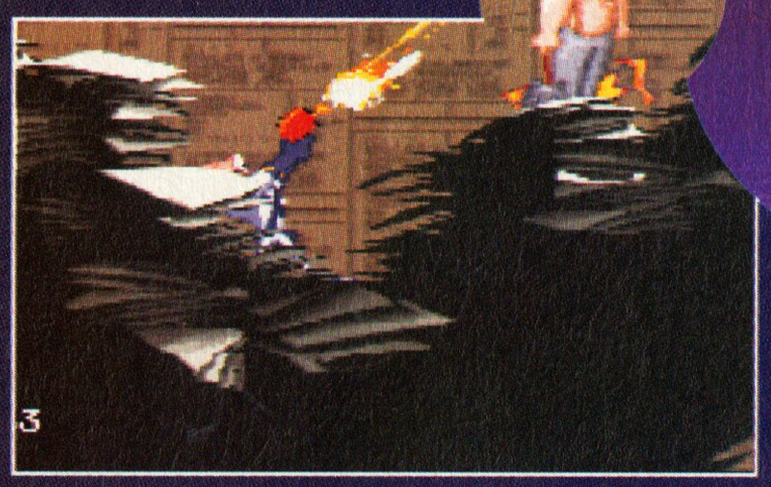
Can you believe it? Those little monkeys at Rare have only gone and done it again, the difference here being that the latest Donkey Kong outing is bigger, bolder and better than any before. Yes, just when you though the Super NES had long been pushed to its absolute technical limits and could go no further, along come the Rare treaters and pull yet more tricks out of the hat. Make no bananas about it, DKC2 looks the absolute business - the visuals are easily the slickest you'll see this side of an NU64. And it's well above par in terms of gameplay too, offering faster action, a much tougher challenge and more slickness than Elvis Presley's pre-Vegas hairpiece. DKC2 rates as a milestone in Super NES gaming – and hey, when 16-bit gaming gets this good, who needs the Next Generation?



EARTHWORM JIM 2

BY: VIRGIN
FORMAT: SUPER NES
NMS RECOMMENDED 91%

Like, er, ker-razy. Yes, it's time to have a cow, man, as the worm (re)turns in his second twisted adventure! If you're the sort of old-fashioned, no-nonsense gamer who likes a sensible plot and straight-down-the-line action then you won't enjoy Earthworm Jim 2 (you miserable, boring old sod – get back to the 80s!) because, take it from us, this is one weird game. Yes, weird... but totally wonder-ful with it. Agreed, it's not the most difficult platformer you'll ever play (indeed, it's easier than even the first Earthworm Jim) so the challenge isn't quite as lengthy as you might like, but while it lasts this is one furious, fran-tic, funny, (insert another adjective beginning with 'f' of your own choosing, readers) game.



OUT NOW

MICRO MACHINES 2: TURBO TOURNAMENT

BY: OCEAN
FORMAT: SUPER NES
NMS RECOMMENDED 93%

In these days of rendered sprites and three-dimensional backdrops, Micro Machines 2, with its tiny cartoon vehicles and primary-coloured tracks, looks like it'd be more at home on an 8-bit Spectrum in the mid-80s than a Super NES in the mid-90s. But if there's one game that proves those old adages "Don't judge a book by its cover" and "Size isn't important" then surely this is it, for what MM2 lacks in the looks department it more than makes up for with sheer playability. As a one-player game it's a hoot, but round up a mate or two and it becomes a way of life. Great fun.

NFL QUARTERBACK CLUB '96

BY: ACCLAIM
FORMAT: SUPER NES
NMS RECOMMENDED 92%

The mighty John Madden finally meets his match in Acclaim's excellent American Football simulation. The Quarterback Challenge has (sadly) been dropped from the otherwise impressive list of gameplay options, but this omission is more than compensated for by the drastically improved in-match action – without a doubt this ranks as the most comprehensive yet fun and highly playable footy sim currently available on the Super NES. But despite this wealth of detail Acclaim hasn't short-changed players on the graphical side either; NFLQC '96 looks just as good as it plays - i.e. amazingly fantastic! If you've got even a passing interest in the sport loved by zillions of our American cousins, you'll love this.

NEXT MONTH!

WARNING! ***Anyone who suffers from a major heart condition, a severe back complaint or any nervous disorder should avoid NMS 41. Pregnant mothers and those of an excitable nature should also read with extreme caution because NEXT MONTH we really lift the lid off Nintendo's 64-bit dream machine. Expect MORE game shots, MORE news and MORE NU64 WORLD EXCLUSIVES from your favourite NINTENDO MAGAZINE!***

PLUS! ***Go bananas and chatter with the chimps in part one of our essential Donkey Kong Country 2: Diddy's Kong Quest guide and yabber with Yoshi as we bring you the first part of our monster tour around the island!***

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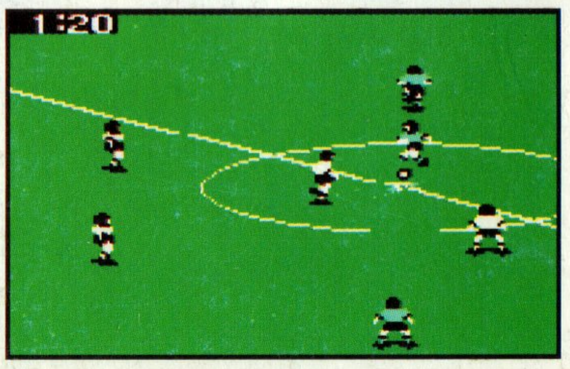

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